METAL GEAR SOLID 2

SONS OF LIBERTY

The Digital Documents of the
METAL GEAR ARCHIVE

FILE:02

METAL GEAR
ARCHIVE

Get briefed on *Metal Gear*, a series with a history spanning over 35 years

Since 1987's *Metal Gear*, close to 30 games have been released in the series, from numbered entries to spin-offs and ports. Let's take a look back at what defines the main titles.

Pillar No. 1 | Game systems that revolve around stealth

In the late 1980s, action games were designed around taking out enemies. *Metal Gear* turned this concept on its head, presenting a game where you had to hide from the enemy. It featured an everyman protagonist, limited gear, enemies who would call for backup... Though the series's style has evolved as hardware has advanced, one thing that's never changed is the thrill of infiltration.

◀*Metal Gear* laid the foundation for stealth games.

Complete your missions with a wide range of weapons and items at your disposal!

Tranquilizer guns, cardboard boxes, remote-controlled missiles, the Infinity Bandana, stealth camo... Players have always had a big arsenal of gear to play with, offering all sorts of tactical options.

▲The iconic cardboard box has been a series staple from the start.

◀Indispensable to staying out of sight, the radar has taken on a variety of forms according to the in-game time period.

Pillar No. 2 | Storylines with themes that shine a light on real issues

Be it nuclear proliferation and the blind spots of deterrence, the dangers of genetic engineering, energy crises... The *Metal Gear* series has incorporated into its themes various challenges faced by the real world today and at previous times in history. These topics are fleshed out by the cast of characters' clashing convictions.

◀The stories tie in with real events.

Pillar No. 3 | Cinematic sequences and camerawork

Metal Gear Solid took the presentation of the original two titles to the next level, incorporating staging and camerawork previously only seen in film and television. With each subsequent entry, the development process shifted to one ever more cinematic.

▲*MGSV*'s cutscenes were created much like a real film.

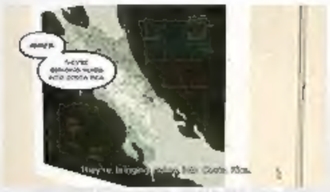
Pillar No. 4 | A saga that tells a tale of two snakes

Naked Snake (Big Boss) and Solid Snake. These two snakes with differing ideologies fight for their beliefs in a saga spanning past, present, and future.

▲The stories are enriched by all the characters the snakes encounter.

Pillar No. 5 | Metal Gears and the threat of nuclear weapons

The titular Metal Gear is the name for a nuclear-equipped walking battle tank. A symbol of the terrible power nuclear weapons possess, the snakes go up against these machines throughout the series.



▲Confronting the threat posed by nuclear weapons.

Pillar No. 6 | Detailed mechanics and tons of Easter eggs

From ghosts appearing in photos the player can take, to distracting guards with naughty magazines, the games are packed with fun gameplay mechanics and Easter eggs. Some titles even had elements that utilized their packaging.

▲Many of the mechanics can be difficult to discover on a normal playthrough.

The Evolution of the *Metal Gear* Series

The *Metal Gear* series has always strived to offer new gaming experiences with each subsequent title. Next, let's examine the history of numbered releases and related titles with a summary of each.

◀*MGSV:TPP* was the first open-world game in the series.

Metal Gear Titles — : Main Titles : Related Titles

Year	*Metal Gear* Titles
1987	*Metal Gear*
1988	*Metal Gear* (NES Version)[1]
1990	*Snake's Revenge*
	Metal Gear 2: Solid Snake
1998	*Metal Gear Solid*
1999	*Metal Gear Solid: Integral*
2000	*Metal Gear Solid* (GBC Version)
2001	*Metal Gear Solid 2: Sons of Liberty*
2002	The Document of *Metal Gear Solid 2*
	Metal Gear Solid 2: Substance
2004	*Metal Gear Solid: The Twin Snakes*
	Metal Gear Solid 3: Snake Eater
	Metal Gear Acid
2005	*Metal Gear Acid 2*
	Metal Gear Solid 3: Subsistence
2006	*Metal Gear Solid: Digital Graphic Novel*
	Metal Gear Solid: Portable Ops
2007	*Metal Gear Solid: Portable Ops Plus*
2008	*Metal Gear Solid 4: Guns of the Patriots*
2010	*Metal Gear Solid: Peace Walker*
	Metal Gear Arcade
2011	*Metal Gear Solid: Peace Walker - HD Edition*
	Metal Gear Solid: HD Collection
2012	*Metal Gear Solid: Snake Eater 3D*
	Metal Gear Solid Social Ops
2013	*Metal Gear Rising: Revengeance*
2014	*Metal Gear Solid V: Ground Zeroes*
2015	*Metal Gear Solid V: The Phantom Pain*
2016	*Metal Gear Solid V: Ground Zeroes + The Phantom Pain*
2018	*Metal Gear Survive*

The series' first entry was built around a new gameplay concept—stealth

Under orders from FOXHOUND commander Big Boss, Solid Snake infiltrates Outer Heaven and destroys Metal Gear.

◀After Snake takes out TX-55 Metal Gear, Big Boss reveals himself to be the mastermind behind the incident.

Set four years after the first game, Snake is back on a new infiltration mission

The military regime of Zanzibar Land threatens the world with its nuclear arsenal. Snake sneaks into the country and takes down its leader, Big Boss.

◀Snake left FOXHOUND, but is called back into action by Campbell, the unit's new commander.

*The copyright information on each title's packaging is for the original sale dates and differs from current copyright information.
[1]*Metal Gear* (NES Version) went on sale in Europe in 1989.

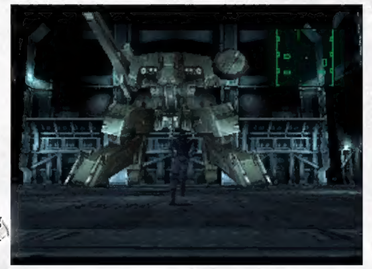
SOLID SNAKE

Infiltration specialist. Since leaving FOXHOUND, Snake had been living in retirement in Alaska.

The first 3D entry in the series, added height and depth to stealth

Six years after the events of *Metal Gear 2*, special forces unit FOXHOUND captures the nuclear weapons disposal facility on Shadow Moses Island in an armed revolt. Solid Snake is tasked by the U.S. government with infiltrating the facility and stopping Liquid Snake. This entry built on the concepts introduced in *MG* and *MG2* while seeking to create a new kind of gaming experience only possible in 3D.

▲Snake links up with Meryl. He must battle FOXHOUND's renegades.



◀Liquid, leader of the terrorists, prepares to use Metal Gear REX to launch a nuclear strike.

Related Works

> *Metal Gear Solid: Integral*[1]

As its subtitle suggests, this is an upgraded version of the original game with numerous new features, including a fully fledged VR training mode, the ability to play the game in First Person View, and much more.

◀VR training offers a total of 300 stages.

> *Metal Gear Solid: The Twin Snakes*

A remake of *MGS* released in 2004. In addition to enhanced graphics, its gameplay is based on that of *MGS2*.

◀Cutscenes differed in taste from the original game.

Abbreviations — **MG**—Metal Gear **MG2**—Metal Gear2 Solid Snake **MGS**—Metal Gear Solid **MGS2**—Metal Gear Solid 2: Sons of Liberty **MGS3**—Metal Gear Solid 3: Snake Eater **MGS4**—Metal Gear Solid 4: Guns of the Patriots **MGS:PW**—Metal Gear Solid: Peace Walker **MGSV:GZ**—Metal Gear Solid V: Ground Zeroes **MGSV:TPP**—Metal Gear Solid V: The Phantom Pain **MGO**—Metal Gear Online

[1]*Integral* was only sold in Japan.

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID 2
SONS OF LIBERTY

Metal Gear Solid 2: Sons of Liberty
■Released in 2001

Snake and Raiden go up against the machinations of the Patriots

SOLID SNAKE
A legendary hero who's saved the world from Metal Gear three times over. Infiltrates the tanker.

RAIDEN
New recruit of special forces unit FOXHOUND. Though he has a decent amount of VR training under his belt, this is his first real mission.

Divided into Tanker and Plant Chapters, the game opens two years after the events of *MGS*, with U.S. Marines secretly transporting a new Metal Gear. Snake and Raiden take on separate infiltration missions.

Tanker Chapter Infiltrate the disguised tanker

Snake boards the Marines tanker and discovers Metal Gear RAY in the holds, but Ocelot steals it and sinks the ship (the Tanker Incident).

▲Snake gets into a gun battle with Olga Gurlukovich.

Plant Chapter Face off against terrorists on the Big Shell

Set two years after the Tanker Chapter, Raiden infiltrates offshore decontamination facility the Big Shell, which has been captured by an armed group led by Solidus Snake (the Big Shell Incident).

▲Solidus attempts to kill Raiden in order to achieve his goal.

Related Works

>The Document of Metal Gear Solid 2

A making-of disc featuring *MGS2* development materials, special VR missions, trailers, commercials, and much more.

◀Players can view previously unseen content, such as artwork and 3D models from early on in development.

>Metal Gear Solid 2: Substance

This "substantially" upgraded version adds VR missions, five short stories known as Snake Tales, and more.

▲Features new modes such as Alternative Missions and Snake Tales.

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID 3
SNAKE EATER

Metal Gear Solid 3: Snake Eater
■Released in 2004

Depicts the birth of Big Boss against the backdrop of the Cold War

Set in 1964, the earliest point in the series, Naked Snake (Big Boss) undertakes two missions that test him in ways he never expected. The genesis of the *Metal Gear* series.

NAKED SNAKE
Member of the CIA's FOX special forces unit, he is also the last apprentice of legendary hero The Boss.

THE BOSS
A WWII hero hailed as "the Mother of Special Forces," she defects to the Soviet Union during the game's prologue mission.

The Virtuous Mission Get in and get Sokolov out

Snake infiltrates Soviet territory to help a scientist called Sokolov defect, but the mission ends in failure when Snake's mentor, The Boss, betrays him, and Sokolov is taken away by the GRU, the Soviet Union's military intelligence agency.

▲Sokolov is the key figure in the development of a new weapon.

Operation Snake Eater A showdown with The Boss awaits

Snake must sneak back into the same Soviet territory to destroy a weapon called the Shagohod and eliminate The Boss after she betrayed the U.S. He completes his mission and is awarded the title of Big Boss.

▲Snake learns the shocking truth behind The Boss's betrayal.

Related Works

>Metal Gear Solid 3: Subsistence

This upgraded version's subtitle was inspired by one of the game's themes, survival. Additions include a new gameplay camera and the Demo Theater, which lets players replay any of the game's cutscenes.

◀It also includes ports of *Metal Gear* and *Metal Gear 2: Solid Snake*.

Metal Gear Online

▲*Subsistence* offered online competitive multiplayer for the first time in the series. Up to eight players could battle it out across five game modes.

METAL GEAR SOLID 4
GUNS OF THE PATRIOTS TACTICAL ESPIONAGE ACTION

Metal Gear Solid 4: Guns of the Patriots
Released in 2008

Snake returns as Old Snake in his shocking final mission

Five years after the events of *MGS2*, Campbell asks Solid (Old) Snake to take out Liquid Ocelot in one last mission. The truth behind the Patriots, Les Enfants Terribles, and so much more is finally revealed.

▲ Although an ordinary man in his condition would be bedridden, Snake sneaks through battlefields around the world to stop Liquid Ocelot.

OLD SNAKE

Though only 41 or 42, he looks and feels far older due to the effects of the genetic engineering that created him.

Metal Gear Mk. II

Remote mobile hardware developed by Otacon and Sunny.

◀▼Facing off against the Beauty and the Beast Corps. The final battle is an epic hand-to-hand contest with Liquid Ocelot.

Taking on players around the world in *Metal Gear Online*

MGS4 included a new version of *MGO* that combined *MGS4*'s controls and mechanics with lessons learned from *Subsistence*'s multiplayer. It featured new modes and maps, the maximum number of players was doubled from 8 to 16, and rewards and character customization were introduced.

◀The new SOP system puts greater weight on teamwork.

◀Players could employ extreme tactics like using catapults to launch themselves further afield.

METAL GEAR SOLID PEACE WALKER

Metal Gear Solid: Peace Walker
Released in 2010

An army without borders

Ten years after the events of *MGS3*, Big Boss has built an army belonging to no nation. Operating out of Colombia, he is approached by Gálvez and Paz, two individuals from Costa Rica, a country without a military. They ask him to investigate and eliminate a mysterious paramilitary force that has appeared there.

◀Big Boss initially declines, but things take a turn when new information about The Boss comes to light.

◀He learns about Coldman's plan and battles the nuclear-equipped Peace Walker.

BIG BOSS (SNAKE)

A former member of the CIA's FOX special forces unit, he is already a charismatic figure to soldiers around the world.

◀By gathering soldiers and assigning them to teams, the organization's capabilities expand.

◀Mother Base, Big Boss's base of operations, gradually grows.

Join forces with combat buddies in ad hoc co-op

In addition to competitive multiplayer, *MGS:PW* lets players work together in "CO-OPS" missions. They can share weapons, ammo, and health, and even revive fallen allies with CPR. Players can also compete for the fastest mission completion times.

◀Competitive multiplayer offers four 3v3 modes.

◀Up to four players can team up to take on some formidable foes.

METAL GEAR SOLID V GROUND ZEROES

Metal Gear Solid V: Ground Zeroes
Released in 2014

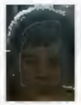
A mission to free Chico and Paz has an unexpected ending...

Paz, who appeared to die in *MGS:PW*, is confirmed to have survived and is being held on a U.S. military base in Cuba. Chico attempts to rescue her, but ends up getting captured himself. It's then up to Big Boss to get them both out.

BIG BOSS (SNAKE)

Combat and infiltration specialist who leads his own private army. Having previously put a stop to the Peace Walker Project and Paz's subsequent revolt, Big Boss now sets out to extract her.

◀After Big Boss gets Chico and Paz out, his base comes under attack.



CHICO

A young fighter with Nicaraguan revolutionaries, he is captured while trying to rescue Paz.

PAZ

Hijacks Metal Gear ZEKE, but her attempt to go against Big Boss fails. Now being held on a U.S. military base.

Extra Ops offer some throwback twists

This pair of scenarios transcends gaming boundaries—in the Déjà Vu mission, players must recreate the same scenes depicted in a set of mysterious photos. The Jamais Vu mission has players take control of Raiden to combat intelligent lifeforms known as Snatchers[1].

◀When players recreate a scene from *MGS*, graphics and dialogue from that game pop up.

◀Raiden returns to the battlefield, swapping his blade for a gun.

[1]Originally featured in the 1988 graphic adventure game *Snatcher*, these enigmatic biorolds kill humans and take their place in society.

METAL GEAR SOLID V THE PHANTOM PAIN

Metal Gear Solid V: The Phantom Pain
Released in 2015

The formation of Diamond Dogs begins a path of retribution

Nine years after the events of *MGSV:GZ*, Venom Snake stars in a new chapter of the *Metal Gear* series. Looking to get payback against Cipher, the private intelligence agency that killed most of his comrades and grievously wounded him, where will the depths of vengeance take him?

VENOM SNAKE

The protagonist of *MGSV:TPP*. After waking up from a nine-year coma, he builds Diamond Dogs and goes after Skull Face and Cipher in a quest for vengeance.

ELI

Grows up to become Liquid Snake. Driven by a thirst for revenge, he leads a rebellion against Venom Snake.

SKULL FACE

Commander of XOF, Cipher's strike force, and the man responsible for the attack on Mother Base.

◀Skull Face activates Sahelanthropus, a new Metal Gear.

Featuring *MGO* and FOB Missions, two distinct online modes

In addition to 8v8 *MGO*, *MGSV:TPP* offers FOB (Forward Operating Base) Missions, a 1v1 cat-and-mouse multiplayer mode that takes place on online bases players have built.

◀In this version of *MGO*, players choose a class, meaning roles on the battlefield are defined.

◀The strength of an FOB's defenses determine how easily you can slip in undetected or fight off an intruder.

OTHERS

Metal Gear (NES Version)

Released in 1988

First release for a console

The first title in the series developed for a home console, it featured a signifiant number of changes from the original version.

Snake's Revenge

Released in 1990

An alternate sequel to *MG*

A follow-up to the console version of *MG*. Released only in the West, this spin-off had a different story from that of *MG2*.

Metal Gear Solid (GBC Version)

Released in 2000

Infiltrate the fortress Galuade!

Seven years after *Metal Gear*, armed separatists have seized a new Metal Gear prototype. It's up to Solid Snake to navigate a heavily guarded fortress and put a stop to them.

◀The first portable entry in the series. Besides a story mode, it also offered a two-player competitive mode.

◀At the end of a long, brutal mission, Snake takes on Metal Gear Gander.

▶Since retiring, Snake had been living a solitary life in Alaska.

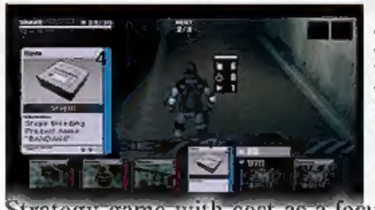
*All copyright information displayed on the game screen is from the original time of release and differs from current copyright information.

Metal Gear Acid

Released in 2004

Infiltration missions with a card game twist

This title blended the series's stealth action with card game elements, with all player actions determined by cards. To progress in this static strategy game, players had to choose the right combination of cards, as well as the order in which to use them.



◀The lower the cost of your cards, the sooner your turn, making cost a crucial factor when selecting cards.

Strategy game with cost as a focus

◀In addition to weapons and items, there are also character cards.

▶In 2016, Solid Snake infiltrates Lobito Island.

Metal Gear Acid 2

Released in 2005

A sequel offering multiplayer and 3D visuals

This sequel to *Metal Gear Acid* greatly expanded the number of cards, and the visuals and controls also received an upgrade. Multiplayer card battles were added, and the Solid Eye cardboard scope bundled with the game let the player view gameplay and cutscenes in 3D.

American comic style visuals

◀Graphics were redone in the style of American comics. The pack-in scope also provided a 3D effect.

◀The original's complex controls were made more intuitive, and movement became more seamless.

Metal Gear Solid: Portable Ops

Released in 2006

The birth of FOXHOUND, the unit created to hunt down FOX

Six years after the events of *MGS3*, the FOX unit instigates a revolt on Colombia's San Hieronymo Peninsula. No longer with the unit, Big Boss teams up with Campbell to form FOXHOUND and eliminate FOX. Though this title is a spin-off of sorts, it depicts events that tie into the series canon.

◀Snake squares off against Metal Gear RAXA, developed by Sokolov.

◀Big Boss meets a young Roy Campbell while imprisoned.

◀Soldiers can be recruited at Wi-Fi hotspots. Some hotspots even offer special soldiers.

Metal Gear Rising: Revengeance

Released in 2013

Raiden "cuts and takes" out the trash

Set a little over three years after *MGS4*, Raiden is now a cyborg working for a private military company. A personal protection mission ends in disaster when he and his team are ambushed by rival PMC Desperado. Losing an eye and an arm, Raiden swears vengeance against Desperado and Jetstream Sam, the man who attacked him.

◀Slice enemies in half and grab their fuel cells to recover health.

◀Armed with his high-frequency blade, Raiden is back as a sword-wielding protagonist.

▶A wealth of DLC was also released, including VR missions offering a wide range of gameplay.

Metal Gear Survive

Released in 2018

A survival spin-off set in a ruined world

This spin-off takes the action elements of *MGSV:TPP* and rebuilds them into a survival action title. Features a single-player mode, in which you must escape a devastated planet, and tower defense and rescue mission co-op modes.

▲One soldier who fought under Big Boss must rescue their compatriots in a world crawling with mysterious creatures.

Work together to survive

▲Expanding and fortifying base camp is critical.

◀Features two types of co-op modes.

Metal Gear Solid: Digital Graphic Novel

Released in 2006

The story of *MGS* in comic form!

This digital comic was subtitled Bande Dessinée (French for "comic") in Japan.

◀Rather than rely on static images, the game presents the story using animations and sound. It also contains a data base and a character relationship diagram.

Smartphone and Arcade Titles

Other titles include *Metal Gear Solid* Touch and *Metal Gear Solid: Social Ops*[1] for smartphones, and arcade game *Metal Gear Arcade.*

▶The missions in *Metal Gear Solid Touch* are based on locations from *MGS4.*

▲This arcade version of *MGO* also featured online play.

[1]Only available in Japan.

The World of *Metal Gear* and How It Ties in with Ours

The Metal Gear series weaves actual events into its narratives, heightening the games' realism. What follows is a combined timeline of events in the games and in the real world, complete with breakdowns of keywords.

METAL GEAR Series Chronology

Key: ○Historical facts ■*Metal Gear* series-related entries □Spin-off titles

Year	Main Events
192X	■ The Boss is born
1935	■ Jack (Naked Snake/Big Boss) is born
193X	■ The last of the Philosophers dies
1939	○ In a letter to President Roosevelt, Einstein recommends development of an atomic bomb ○ World War II breaks out
1941	○ U.S.: The Office of Scientific Research and Developmennt (OSRD), S-1 Section is established to develop an atomic bomb ○ U.K.: The army establishes the SAS (Special Air Service)
1942	○ U.S.: President Roosevelt officially approves the Manhattan Project, the goal of which is the development of an atomic bomb. Plutonium production starts ■ Otacon's (Hal Emmerich's) grandfather participates in the Manhattan Project ○ Germany: The world's first ballistic missile, the V2, is successfully launched ○ Physicist Enrico Fermi succeeds in a fission chain reaction experiment in a nuclear reactor ■ The Boss establishes the Cobra Unit during the Battle of Stalingrad ■ Code Talker helps the US military devise its code talker cryptography
1944	■ Allied forces deploy the Cobra Unit in the Normandy landings
1945	○ U.S.: The world's first atomic bomb test takes place in Alamogordo, New Mexico ○ U.S.: Atomic bombs are dropped on Hiroshima and Nagasaki, Japan ○ World War II comes to an end ■ Huey (Otacon's father) is born
1946	○ U.S.: General-purpose electronic digital computer ENIAC is unveiled
1947	■ The Cobra Unit is disbanded ○ U.S.: The Central Intelligence Agency (CIA) is established
1950	○ The Korean War breaks out ■ The Boss takes part in the Korean War. Jack becomes her apprentice
1951	○ U.S.: An atomic bomb test is conducted with the participation of ground troops in the Nevada desert ■ The Boss participates in the test and is exposed to a substantial amount of radiation
1952	○ U.S.: The National Security Agency (NSA) is established ○ U.S.: The Army establishes the 10th Special Forces Group (10th SFG)
1953	○ U.S.S.R.: Khrushchev becomes First Secretary of the Communist Party ○ James Watson & Francis Crick discover the double helix structure of DNA
1954	○ U.S.: Launch of the world's first nuclear-powered submarine, the USS Nautilus ○ U.S.: Hydrogen bomb test at Bikini Atoll. Crew of the Daigo Fukuryu Maru are exposed to radiation ■ Naked Snake is also exposed to radiation in the same test ○ U.S.S.R.: The KGB (Committee for State Security, attached to the Council of Ministers) is established
1955	○ Einstein dies ○ The Russell-Einstein Manifesto is issued, appealing for the abolition of nuclear weapons and the peaceful use of science and technology ○ Japan: First meeting of the Japan Council against Atomic and Hydrogen Bombs held in Hiroshima
1957	○ U.S.S.R.: Successful launch of the world's first artificial satellite, Sputnik 1 ○ U.S.: Successful launch of the first intercontinental ballistic missile (ICBM)
1958	○ U.S.: The National Aeronautics and Space Administration (NASA) is born from National Advisory Committee for Aeronautics (NACA)
1959	○ Fidel Castro and Che Guevara's Cuban Revolution succeeds ■ U.S.: The Boss participates in the Mercury Project manned space flight program
1960	○ A U.S. U-2 reconnaissance aircraft invades Soviet airspace ○ U.S.S.R.: A trade assistance agreement with Cuba is signed ■ U.S.: Two NSA code breakers (ADAM and EVA) defect to the Soviet Union
1961	○ U.S.: Diplomatic relations with Cuba are severed ○ U.S.S.R.: Yuri Gagarin, traveling in Vostok 1, becomes the first person to journey into outer space ■ On the same day and at almost the same time as Gagarin's flight, The Boss goes into space in an unofficial manned space-flight test for the U.S. ○ U.S.S.R.: Detonation test of the Tsar Bomba, the largest hydrogen bomb ever created ○ Germany: Construction of the Berlin Wall begins
1962	○ U.S.: A U-2 reconnaissance aircraft confirms Soviet missiles in Cuba, leading to the Cuban Missile Crisis ■ Sokolov defects to the West, but is later returned to the Soviet Union under a secret agreement between President Kennedy and First Secretary Khrushchev (in exchange for the Soviet Union's withdrawal from Cuba)
1963	○ U.S.: The Partial Test Ban Treaty is signed by the United States, the United Kingdom, and the Soviet Union ○ U.S.: President Kennedy is assassinated
1964	■ US: The CIA's FOX special forces unit carries out the Virtuous Mission and Operation Snake Eater. Naked Snake infiltrates Soviet territory and completes both missions. He eliminates The Boss and is awarded the title of Big Boss [*Metal Gear Solid 3: Snake Eater*] ■ A comatose Volgin is transferred to a research facility on the outskirts of Moscow ■ Code Talker begins studying The End's body ○ U.S.S.R.: Khrushchev is removed from power
1965	○ U.S.: Bombing of North Vietnam begins ■ Sigint joins the U.S.'s Defense Advanced Research Projects Agency (ARPA, later DARPA). He is involved with the creation of ARPANET
1967	○ China: First hydrogen bomb test conducted
1968	■ EVA disappears in Hanoi ○ U.S.S.R.: Launches an Invasion of Czechoslovakia
1969	○ The first Strategic Arms Limitation Talks (SALT I) begin between the United States and the Soviet Union ○ U.S.: Apollo 11 achieves the first manned moon landing ○ U.S.: ARPA develops ARPANET, the basis for the internet
1970	■ Zero disbands FOX ○ The Treaty on the Non-Proliferation of Nuclear Weapons (NPT) comes into effect □ After leaving FOX, Big Boss is imprisoned in an unknown Eastern military facility in South America, where he meets Roy Campbell. They form FOXHOUND to hunt the FOX unit members that instigated the coup there and bring a stop to it. Big Boss then destroys Metal Gear RAXA, a ballistic Metal Gear prototype that had been deployed there (San Hieronymo Peninsula Incident) [*Metal Gear Solid: Portable Ops*]
1971	○ U.S.S.R.: Successful launch of the first space station, Salyut 1 ■ Big Boss establishes special forces unit FOXHOUND
1972	■ The Les Enfants Terribles project begins. Clones of Big Boss, Eli (Liquid Snake) and David (Solid Snake), are born ■ Big Boss parts ways with Zero ■ Big Boss forms a private army with Kazuhira Miller in Colombia ○ U.S.: Apollo 17 marks the end of the Apollo program ○ The United States and the Soviet Union sign SALT I. The second Strategic Arms Limitation Talks (SALT II) begin
1973	○ U.S.: The Skylab space station is launched ○ U.S.: Ground forces withdraw from Vietnam ■ Code Talker discovers primordial microorganisms (archaea) that metabolize uranium
1974	○ SALT II agreement reached in principle ○ India: Nuclear test conducted ○ Japan: Former Prime Minister Sato receives the Nobel Peace Prize for his advocacy of the Three Non-Nuclear Principles ■ Hot Coldman, CIA station chief of Central America, conducts the Peace Walker project in Costa Rica. Big Boss, together with his private army, destroys the nuclear weapon of the same name, putting an end to the endeavor. He then builds Metal Gear ZEKE as a deterrent, but it is stolen by a spy, Paz, and ultimately destroyed by Big Boss's own hand [*Metal Gear Solid: Peace Walker*] ■ Paz, who had gone missing after the incident, is captured by Cipher on suspicion of being a double agent
1975	■ Big Boss learns Paz is alive. To rescue her from Cipher, he heads to a U.S. military base on the southern tip of Cuba. He succeeds in getting her out and makes it back to Mother Base, but is injured during XOF's attack on the facility [*Metal Gear Solid V: Ground Zeroes*] ■ Zero hides the now comatose Big Boss in a hospital in Cyprus and entrusts him to Ocelot ■ Skull Face travels to Africa, where he resurrects the vocal cord parasites through reverse evolution ○ The Vietnam War comes to an end
1976	■ The Les Enfants Terribles project is scrapped. Eli travels to England ■ Zero suffers brain damage from Skull Face's parasite ○ Richard Dawkins publishes *The Selfish Gene*
1977	○ An underground nuclear test site is discovered in the Kalahari Desert. South Africa abandons its planned test due to international pressure ○ U.S.: Delta Force (1st Special Forces Operational Detachment-Delta) is established ■ After visiting Big Boss, Zero's whereabouts become unknown
1979	■ Eli disappears in Africa ○ U.S.S.R.: Launches an invasion of Afghanistan. Détente comes to an end ○ The Sandinista National Liberation Front (FSLN) armed uprising. President Somoza goes into exile, and the Nicaraguan Revolution comes to fruition
1980	○ The Iran-Iraq War breaks out ■ Hal Emmerich is born to Huey and Strangelove
1981	○ U.S.: Launch of the first Space Shuttle, Columbia
1982	○ The Falklands War breaks out
1983	○ U.S.: President Reagan announces the Strategic Defense Initiative (SDI)
1984	■ Big Boss, injured in XOF's attack on Mother Base, and Venom Snake, Big Boss's phantom, wake up in a hospital in Cyprus. Venom Snake later takes command of Diamond Dogs and foils Skull Face's plans, defeating him and his XOF [*Metal Gear Solid V: The Phantom Pain*] ■ Eli establishes his Kingdom of the Flies in Africa
1985	○ U.S.S.R.: Gorbachev becomes head of government. The world moves toward a post-Cold War era
1986	○ U.S.: Space Shuttle accident halts the project ○ U.S.S.R.: Accident at the Chornobyl (Chernobyl) nuclear power plant
1989	○ Germany: Fall of the Berlin Wall ○ The Liberian Civil War breaks out
1990	○ Iraqi forces invade Kuwait ○ Unification of East and West Germany ○ U.S.: The Human Genome Project is launched
1991	○ The United Nations sends a coalition of multinational forces to Iraq. The Gulf War breaks out ■ Liquid (Eli) and Solid (David) take part in the Gulf War ○ The Soviet Union disintegrates. The Commonwealth of Independent States (CIS) is formed
1995	■ Big Boss, commander of special forces unit FOXHOUND, secretly establishes an armed stronghold in South Africa known as Outer Heaven and uses it to launch an uprising. Rookie FOXHOUND member Solid Snake destroys the TX-55 Metal Gear and defeats Big Boss's phantom, Venom Snake (Outer Heaven Uprising) [*Metal Gear*] ■ Solid Snake retires from FOXHOUND ○ France, China: Both countries push ahead with nuclear tests ○ The United Nations General Assembly adopts a resolution reaffirming the need for all states party to the NPT to cease all nuclear testing at once
1996	○ The United Nations General Assembly adopts the Comprehensive Nuclear-Test-Ban-Treaty (CTBT) ○ U .K.: The world's first cloned sheep, Dolly, is born
1997	□ IBM computer Deep Blue defeats world chess champion
1999	■ Big Boss leads an uprising in Zanzibar Land, a small state in Central Asia, abducts Dr. Kio Marv, and uses Metal Gear D to build a nuclear arsenal. Former FOXHOUND member Solid Snake, called back into service by Roy Campbell, infiltrates Zanzibar Land, where he completes his mission by destroying Metal Gear D and defeating Big Boss (Zanzibar Land Disturbance) [*Metal Gear 2: Solid Snake*] ■ Big Boss dies, but is revived by the Patriots and hidden away while he remains in a coma ○ The euro, a European single currency, is introduced in 11 member countries of the European Union
2000	○ The Human Genome Project's international team of researchers announces draft sequence of the human genome
2001	○ U.S.: The September 11 coordinated terrorist attacks occur ○ U.S.: The USA PATRIOT Act is enacted with the aim of fighting terrorism both within the United States and overseas
2003	○ A coalition of multinational forces invades Iraq on suspicion of the country possessing weapons of mass destruction, leading to the Iraq War
2004	○ It is revealed that some Pakistani scientists are involved with leaking nuclear technology out of Pakistan
2005	■ While on a training exercise on the remote Alaskan island of Shadow Moses, special forces unit FOXHOUND engages in an armed revolt. Former FOXHOUND commander Roy Campbell is in charge of the response, sending in Solid Snake on a one-man infiltration mission. Snake destroys their trump card, Metal Gear REX, and defeats Liquid Snake, leader of the uprising (Shadow Moses Incident) [*Metal Gear Solid*] ○ Coordinated terrorist bombings occur in London, Egypt, and other locations around the world
2007	■ Anti-Metal Gear organization Philanthropy gets wind of the U.S. Navy's plan to transport a new Metal Gear on a disguised tanker. Solid Snake infiltrates it, but a mysterious armed group occupies the ship at the same time. Ocelot steals the new Metal Gear, and the tanker sinks off the coast of Manhattan (Tanker Incident) [*Metal Gear Solid 2: Sons of Liberty*] ■ Marine decontamination facility, the Big Shell, is constructed ■ Olga Gurlukovich's daughter, Sunny, is born ○ Russia: Strategic bomber flights resumed in remote areas for the first time in 15 years
2008	○ The U.S. Food and Drug Administration (FDA) declares food derived from cloned animals to be safe
2009	■ The armed group, the Sons of Liberty, seizes control of the Big Shell and takes the U.S. president hostage. Raiden, a member of the new FOXHOUND, infiltrates the Big Shell alone and eliminates the group and its leader, Solidus Snake (Big Shell Incident) [*Metal Gear Solid 2: Sons of Liberty*] ■ Solidus's body is recovered by the Patriots ■ Ocelot (Liquid) seizes GW from Arsenal Gear
2010	■ The U.S. military and associated private military companies (PMCs) begin injecting personnel with nanomachines (SOP)
2011	■ Raiden rescues Sunny from the clutches of the Patriots. He leaves Rose and joins resistance group the Paradise Lost Army, self-styled anti-Patriots led by Big Mama (EVA) ○ U.S.: Declaration of the end of the Iraq War ○ Japan: The Great East Japan Earthquake and Fukushima Daiichi nuclear accident ○ The New Strategic Arms Reduction Treaty (New START) comes into effect
2012	■ Raiden is captured by the Patriots and used as a test subject in exoskeletal enhancement surgery experiments
2013	■ Big Mama rescues Raiden from the Patriots and recovers Big Boss's biomort (brain-dead remains)
2014	■ Roy Campbell, receiving word that Liquid Ocelot is about to lead an insurrection, asks Old (Solid) Snake to take him down. After infiltrating battlegrounds around the world, Snake completes his objective and brings an end to the Patriots (Guns of the Patriots Incident) [*Metal Gear Solid 4: Guns of the Patriots*] ■ Raiden reunites with Rose and meets his son ■ Big Boss dies
2017	○ The United Nations General Assembly adopts the Treaty on the Prohibition of Nuclear Weapons (TPNW)
2018	□ Raiden, a member of private military and security company (PMSC) Maverick Security Consulting, battles it out against U.S. private military company (PMC) Desperado Enforcement LLC [*Metal Gear Rising: Revengeance*] ○ The first North Korea-United States summit is held
2021	○ The Treaty on the Prohibition of Nuclear Weapons comes into effect

Keywords

·The Philosophers An organization born out of the Wisemen's Committee, a secretive group of the most powerful individuals from the United States, Russia, and China.

·Philosophers' Legacy An enormous fund consisting of the Philosophers' pooled assets. This was supposed to be divided between the three countries after the end of World War II, but Colonel Volgin's father, who managed it for them, stole it for himself. After his death, it ended up in Volgin's possession, but ultimately, the entirety of it found its way into American hands.

·The Patriots An organization spearheaded by Zero to carry on The Boss's will (originally known by another name, it would come to be called the Patriots). After the Cold War, it steered America's political, economic, and military affairs from the shadows. However, a system of AIs was created to continue what Zero started, inheriting control and rendering the organization a shell of its former self.

·Les Enfants Terribles (French for "The Terrible Children") A project to clone Big Boss, known at the time as the world's greatest living soldier and also an icon to the Patriots.

The Stars of the Saga, and the Characters Closely Connected to Them

An introduction to the two snakes of the *Metal Gear* series, their battles, and the key players in their lives.

Charismatic figure regarded as the greatest soldier of the 20th century

BIG BOSS

Renowned for his exceptional combat abilities and survival skills, he is chosen as the subject for Les Enfants Terribles, a project to artificially create the ultimate soldier. This results in the birth of several clones of him, known as the sons of Big Boss.

▶Loses his right eye in Operation Snake Eater. The image of him with his eye-patch becomes iconic.

1964 *MGS3*	Operates for the FOX unit after having received instruction from The Boss as her apprentice. Defeats The Boss and is given the title of Big Boss.
1974 *MGSPW*	Commands his army without borders in Colombia, later active in Costa Rica. Builds Mother Base and expands his forces.
1975 *MGSV:GZ*	Infiltrates a U.S. military base on the southern tip of Cuba to rescue Chico and Paz. Though the mission is a success, Mother Base falls and he is critically injured.
1984 *MGSV:TPP*	Wakes up after a nine-year coma. Venom Snake takes over leadership of his forces and puts a stop to Skull Face's plan.
1995 *MG*	The Outer Heaven Uprising. Venom Snake does battle with Solid Snake as Big Boss's phantom and is killed in action.
1999 *MG2*	After betraying and abandoning FOXHOUND, establishes a military regime in Zanzibar Land. Following his defeat at the hands of Solid, his body is recovered by the Patriots.
2014 *MGS4*	Awakens from the comatose state he had been kept in by JD (John Doe, the AI governing the world). Ends Zero's life and passes away.

BIG BOSS (NAKED SNAKE)

The last apprentice of the legendary hero known as The Boss. Joins Major Zero's FOX special forces unit and completes a mission to kill The Boss. The U.S. government subsequently confers on him the title of Big Boss.

Infiltration specialist who makes the impossible possible

SOLID SNAKE

A man who has saved the world from Big Boss, Liquid, Solidus, and more than one Metal Gear. Aging at a rapid rate as a side effect of the genetic engineering that birthed him, he is already an old man in *MGS4*. Nevertheless, he completes his final mission.

◀▲A cool individual purely focused on getting the job done. In *MGS4*, he finds out he is going to become a walking weapon of mass destruction.

1995 *MG*	Infiltrates Outer Heaven, destroys Metal Gear, and eliminates Venom Snake, who confronts him as Big Boss's phantom.
1999 *MG2*	Penetrates Zanzibar Land, a heavily fortified state founded by Big Boss in Central Asia, and shatters his ambitions.
2005 *MGS*	FOXHOUND, led by Liquid, captures the nuclear weapons disposal facility on Shadow Moses Island. Defeats Liquid, preventing him from launching a nuclear attack.
2007-9 *MGS2*	Boards the disguised tanker, but goes missing after it sinks. Two years later, makes it onto the Big Shell and works with Raiden to stop Solidus.
2014 *MGS4*	After being informed of Liquid Ocelot's planned insurrection, takes on his final mission—this time as Old Snake, a moniker inspired by his accelerated aging.

SOLID SNAKE

A clone of Big Boss, created from his somatic cells through Les Enfants Terribles. Possesses an IQ of 180 and fluent in six languages. Blessed with superior physical and mental abilities, impressive intuition, and a greater than average love for cardboard boxes.

METAL GEAR ARCHIVE

During World War II, she forms the Cobra Unit and leads the Allies to victory. Two decades later, she defects to the Soviet Union as part of a top-secret assignment. Big Boss was her apprentice.

▲Battles Naked Snake during Operation Snake Eater, in the end entrusting her will to him.

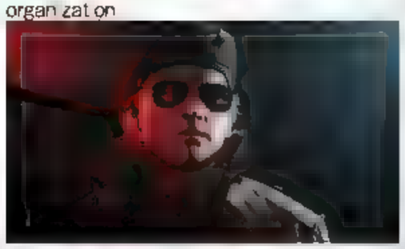
Sometimes enemy, sometimes friend, his affiliation changes throughout the series, though he is without a doubt one of its key figures, never too far from either of the snakes.

▲Naked Snake has an enormous influence on him. For example, he's the reason he switches to revolvers.

In *MGS*, he's the scientist who created Metal Gear REX. Ever since he was rescued by Solid Snake, he's supported him by offering his wealth of knowledge and expertise both in-person and over the Codec.

▲In *MGS2*, he reunites with his beloved younger stepsister, Emma, but their time together is tragically cut short.

Born to an American officer and a Japanese woman, he was once a member of Japan's Self-Defense Forces. After losing an encounter to Big Boss while training rebels in Colombia, Big Boss recruits him to his organization.

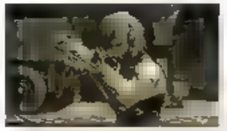


▲Despite knowing what Gálvez and Paz were really up to, he uses the situation to expand their forces.

Snake's former superior and a trusted friend. Though normally calm and collected, he has a soft side when it comes to his daughter, Meryl.

◀The "Colonel" in *MGS2* bears a strong physical resemblance to Campbell, but is in fact an AI impostor.

MGS2's other protagonist, Raiden is aided by Solid Snake throughout the game. Snake's humanity ends up having a big impact on him.

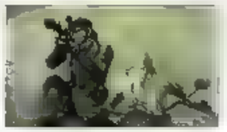


◀"It's my turn to protect you"—in *MGS4*, Raiden risks his life to return the favor.

Commander of special forces unit FOX and Naked Snake's superior. Also the leading figure in the Patriots, an organization that plays a crucial role in the saga.

◀Supports Snake during the Virtuous Mission and Operation Snake Eater.

A female spy who guides Naked Snake. In *MGS4*, she also assists Solid Snake as Big Mama.



◀Makes contact with Naked Snake in Operation Snake Eater, supporting his activities during that mission.

A clone of Big Boss created through Les Enfants Terribles. Plans to launch a nuclear strike in *MGS*, but Solid Snake stops him.

◀Leads FOXHOUND in an armed revolt on Shadow Moses, taking control of its nuclear weapons disposal facility.

A perfect clone of Big Boss created through Les Enfants Terribles. Leads former counter-terrorism training unit Dead Cell in an act of terror on the Big Shell.

◀Attempts to identify the Patriots and free America from their hidden hand.

20 'The name "Otacon" is derived from "OTAKON," an American event that introduces Asian pop culture.

THE WORLD OF

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID 2

SONS OF LIBERTY

[World & Story]

Two missions tied together by the Patriots

The Tanker Incident (Tanker Chapter), starring Solid Snake. The Big Shell Incident (Plant Chapter), starring Raiden. A tangled web of deception revolving around two new Metal Gears, and the camouflage designed to conceal them. What is the goal of the Patriots, who lurk behind it all? Here, we'll take a look at *MGS2*'s characters and the story that unfolds around them.

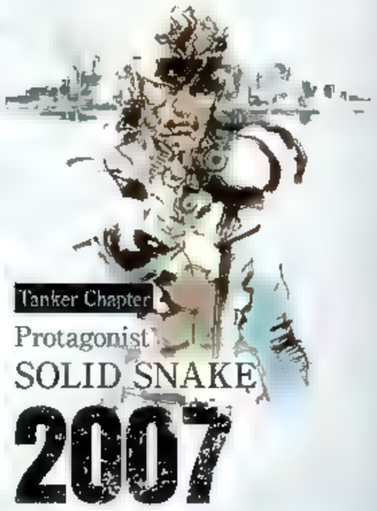
MGS2 Story Overview

Two protagonists, two new Metal Gears, and the Patriots

The Patriots have been active behind the scenes throughout the *Metal Gear* series. Let's take a look back at the story of *MGS2*, in which their existence is first made clear.

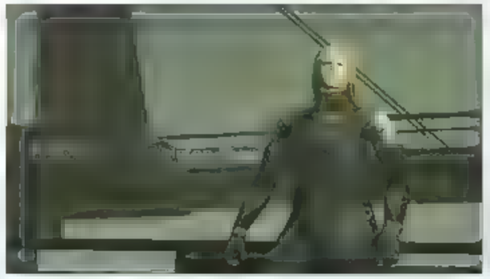
Two characters of different ages and backgrounds

The story of *MGS2* is divided into two parts: the Tanker Chapter, starring the legendary soldier Solid Snake, and the Plant Chapter, which takes place two years later and introduces Raiden, a new FOXHOUND recruit. Though they are of different ages, backgrounds, and objectives, they join forces as they are pulled into a web woven by the Patriots.



Raising questions about the coming information society

MGS2 takes up the subject of information control at the hands of AI, highlighting the problems and apprehensions brought about by our modern social media landscape. A theme of the game being "memes" (cultural genes), it asks the player, "What should we leave for future generations? What should we pass on?"



MGS2 Story: Tanker Chapter

Note: The following five pages describe *MGS2*'s story. Due to its spoiler-heavy nature, any first-time players are advised to avoid this section until completing the game.

Infiltrating a dummy tanker traveling down the Hudson River

Now working together for Philanthropy, an anti-Metal gear organization, Snake and Otacon get wind of the existence of a new Metal Gear, and Snake slips aboard a dummy tanker alone.

▶The group plants bombs all over the ship and lays down a light security net. Snake makes his way inside and heads for the bridge.

◀Shortly after Snake arrives on the tanker, a mysterious armed group appears by helicopter, taking control of the ship in a matter of moments.

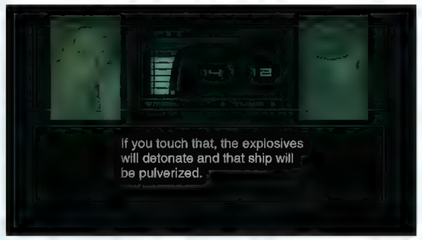
▲After the battle, it becomes clear that the armed group is Colonel Gurlukovich's forces. Convinced they are after Metal Gear too, Snake proceeds down to the holds.

A one-on-one fight with Olga on a windswept deck

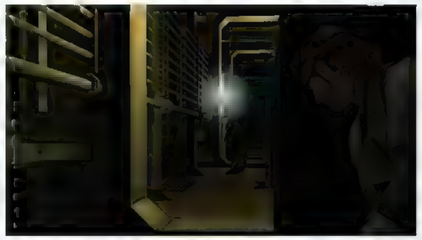
On the wing of the deck, Snake encounters Olga, who appears to be a commanding officer. He attempts to neutralize her, but she surprises him with a concealed gun, and a gunfight ensues.

Through the engine room to the holds where Metal Gear RAY slumbers

Moving from the engine room down the starboard side of Deck 2, Snake encounters a squad of soldiers. He fights them off, then proceeds to the holds, where Metal Gear RAY is likely being kept.



▲Semtex explosives have been planted in the engine room. Snake destroys their control units and presses on.

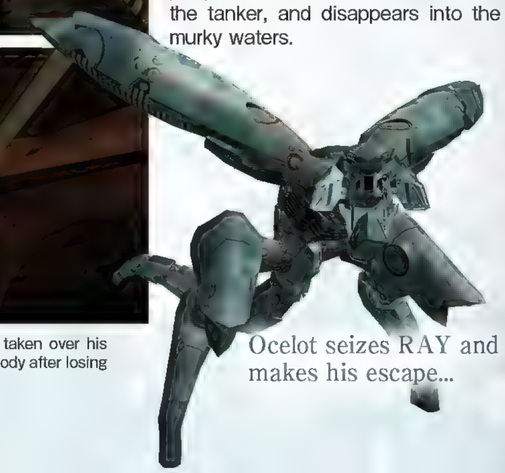


▲Getting into a gunfight with a squad of soldiers on the way to the holds. With few places to hide, it proves to be a tough battle.

Getting photographic evidence of RAY in Hold No. 3

Snake sneaks into Hold No. 3 and sends Otacon photos of Metal Gear RAY, just before Ocelot crashes the party. Ocelot then steals RAY, sinks the tanker, and disappears into the murky waters.

▲Ocelot looks and acts as though Liquid has taken over his mind. He had Liquid's right arm grafted onto his body after losing his own on Shadow Moses.



Ocelot seizes RAY and makes his escape...

MGS2 Story: Plant Chapter

The story continues on the Big Shell, where Raiden does a solo infiltration from the sea

It has been two years since the Tanker Incident. Terrorists have captured the offshore facility the Big Shell, taking the president and others hostage and demanding a ransom of $30 billion. Raiden, member of the newly reactivated FOXHOUND, makes his way into the plant to disarm the terrorists and free the hostages.

▲Under the Colonel's orders, and with his girlfriend Rose providing mission support, Raiden enters the Big Shell from the deep sea dock.

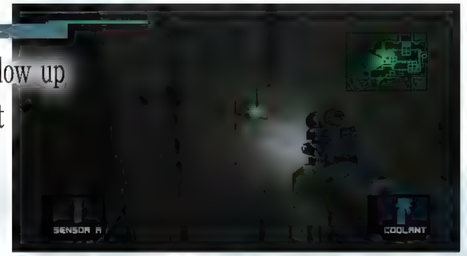
A chance partnership with a man called Pliskin

In the transformer room, Raiden has a run-in with Vamp, a member of Dead Cell, a former anti-terror special forces unit working with the terrorists. A man calling himself Pliskin appears and engages Vamp, but the mysterious foe gets away.

▲Dodging their gunfire with superhuman agility, Vamp kills the members of SEAL Team 10 one by one. Even Pliskin is no match for him.

A race to neutralize the C4s set to blow up the plant in retaliation for the assault

In the dining hall, Raiden secures Stillman, a bomb disposal expert who teaches him how to dispose of the C4s. Raiden and Pliskin then split up to defuse the bombs and save the Big Shell.



▲Raiden eliminates enemy soldiers and neutralizes bombs with the coolant spray. However, it soon comes to light there is a bomb his sensor can't detect.

A battle with Lady Luck, Dead Cell's leader

While Raiden is defusing another C4, Stillman falls into a trap and is killed. After returning from taking care of the last bomb, Dead Cell's leader makes her entrance. Raiden engages her, but his bullets cannot hit her.

▲Fortune is unharmed, but two of Raiden's bullets strike Vamp after he appears. This momentarily distracts Fortune, allowing Raiden to escape.

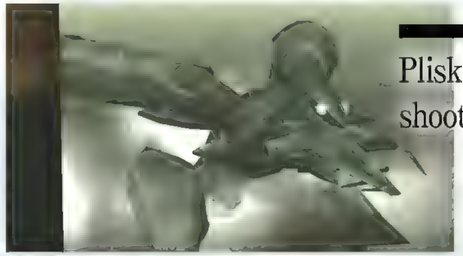
▲Raiden thought he had defused all of Fatman's bombs, but in fact the last one was hidden on his person.

Versus Fatman, the emperor of explosives

During the battle with Fortune, the Colonel calls Raiden to tell him Fatman has planted a bomb on the heliport that needs to be defused. Raiden hurries to the heliport and takes care of it. A fight with Fatman ensues, with Raiden emerging victorious.

A little help from a ninja called Mr. X

Raiden disguises himself using the Battle Dress Uniform he gets from the Ninja and makes contact with Ames, who knows the president's location. Ocelot sees right through Raiden's disguise, but the Ninja appears, enabling Raiden to get away.



▲Raiden takes down the Harrier with the Stinger missiles he gets from Snake. Metal Gear RAY then makes a surprise appearance, rescuing Solidus.

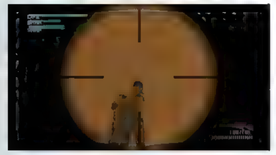
Pliskin is Solid Snake, and Raiden shoots down Solidus's Harrier

Raiden heads for Shell 2 to rescue the president. After neutralizing C4s on the connecting bridge to the Shell, the leader of the terrorists—Solidus Snake—appears, engaging Raiden in a Harrier jet.

Shell 2 and reaching Emma

Raiden comes face to face with the president. After he reveals the existence of a group called the Patriots, and the fact that the Big Shell is a cover for a new Metal Gear called Arsenal Gear, he is killed by Ocelot. Raiden hurries to Emma with the virus that can stop Arsenal.

▲The president tells Raiden how to stop Arsenal Gear and gives him a disc containing a computer virus.

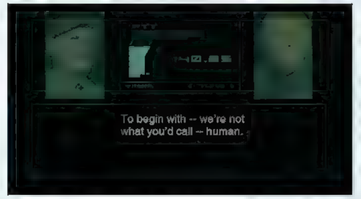


Vamp's ambush, Emma's death, and Arsenal Gear ready for launch...

Raiden meets up with Emma, who informs him the Patriots control the world by controlling information. On the way to the computer room, however, Emma is attacked by Vamp and is seriously wounded. Nevertheless, she manages to upload the virus to Arsenal's AI, though the process stops at 90%. Emma dies from her injury, and Solidus manages to launch Arsenal Gear.

Slipping into Arsenal where layers of truth are revealed

Captured by Snake and Olga, Raiden is naked and restrained. Olga soon releases his restraints, and Raiden sneaks his way deeper into Arsenal.

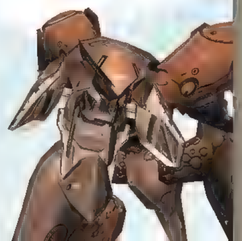


▲The Colonel and Rose begin behaving erratically. It turns out the Colonel never existed; he was merely a phantom created by the Patriots to manipulate Raiden. With this revelation, other layers of a vast conspiracy come to light.

▲In the end, it is revealed that Solidus was a pawn of the Patriots, used to test the limits of the AI system. The Patriots have been behind everything, and the decisive battle with them comes in *MGS4*.

An uphill battle against the RAYs, and a duel with Solidus...

After the battle with the mass-production RAYs, the Patriots' AI, GW, is destroyed by Emma's virus, and Arsenal Gear crashes into Manhattan. Raiden confronts Solidus, putting an end to the fight.



CHARACTER FILE 01

SOLID SNAKE

Former FOXHOUND operative who makes the impossible possible

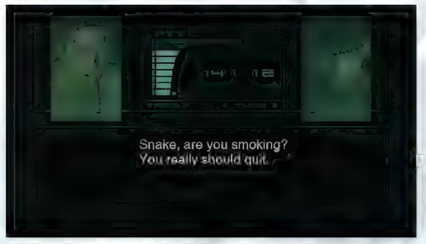
A legendary hero who has saved the world from the threat of Metal Gear three times over. After the Shadow Moses Incident, he and Otacon worked for the anti-Metal Gear organization, Philanthropy, dedicating themselves to eradicating all the Metal Gears that had appeared around the world. In *MGS2*, Snake presents as a man rapidly aging due to the effects of the genetic engineering that created him, but in guiding and providing back up for the rookie Raiden, he comes off as a grizzled veteran.

"Listen, don't obsess over words so much. Find the meaning behind the words, then decide."

▲Snake can also be quite frank at times.

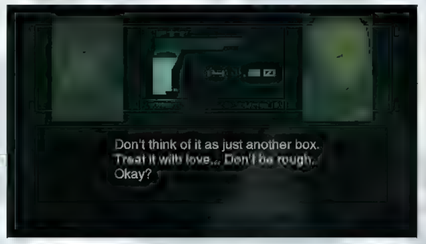
// SNAKE ANALYSIS //

Never goes on a mission without his cigarettes



▲If Snake equips his cigarettes during the Tanker Chapter and calls Otacon, Otacon will encourage him to quit. Snake retorts that he isn't bothering anyone, but when Otacon points out he threw his cigarette butt off the bridge, Snake has no answer.

His love for cardboard boxes knows no bounds



▲If you equip a cardboard box during the Plant Chapter and call Pliskin (Snake), he will speak passionately about its usefulness, giving yet another look at Snake's love for the cardboard box.

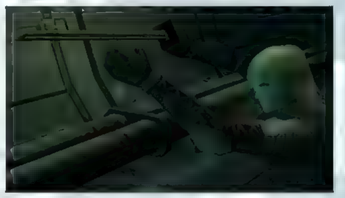
CHARACTER FILE 02

RAIDEN

New FOXHOUND recruit with impressive results in VR training

New recruit of special forces unit FOXHOUND tasked with a one-man infiltration of the Big Shell to stop the terrorists that have seized control. At the end of the game, Raiden learns all the events of the mission were orchestrated by the Patriots, and he must also face down his past as a child soldier raised by Solidus. These revelations nearly cause him to lose sight of who he really is, but with some encouragement from Snake and Rose, he reclaims his identity and sets out to carve a new path for himself.

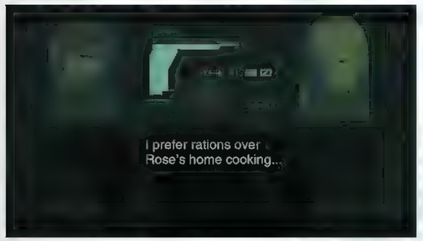
"I'll pick my own name... and my own life. I'll find something worth passing on."



▲Raiden has a relatively short time to learn how to use the blade he receives from Olga (the Ninja). But he quickly puts it to use, defeating Solidus. The same blade will later become Raiden's weapon of choice.

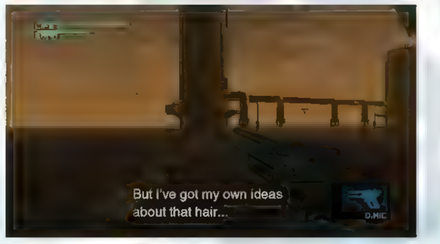
// RAIDEN ANALYSIS //

His girlfriend Rose's cooking has proven traumatic



▲If you equip a ration and call Pliskin (Snake), Raiden will confess, "I prefer rations over Rose's home cooking..." In *MGS4*, Campbell is also subjected to Rose's exploits in the kitchen.

Even Emma thinks it's a wig



▲If you point the directional microphone at Emma as she crosses the oil fence, she'll mutter, "But I've got my own ideas about that hair..." Incidentally, you can unlock three kinds of wigs for Raiden as special bonuses.

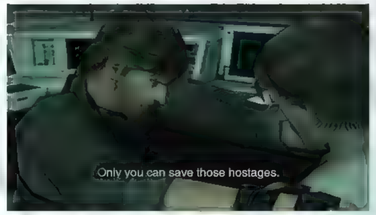
CHARACTER FILE 03

OTACON[1] (HAL EMMERICH)

Engineer, Snake's partner, and someone who understands him, working alongside him as they undertake high-risk actions

Brilliant engineer who, as an employee of ArmsTech, designed and developed Metal Gear REX on Shadow Moses Island. In the Plant Chapter, one particular immoral act he committed in his past comes to light, and his stepsister Emma plays a critical role in what unfolds. Tragically, she is attacked by Vamp shortly after reuniting with Otacon, and succumbs to her wound. Near the end of the game, he evacuates hostages from the Big Shell via chopper. Otacon continues to provide support over the Codec, even being the one to inform Raiden that the Colonel doesn't actually exist.

"The mission objective is to make visual confirmation of the new Metal Gear being transported by that tanker and bring back photographic evidence."



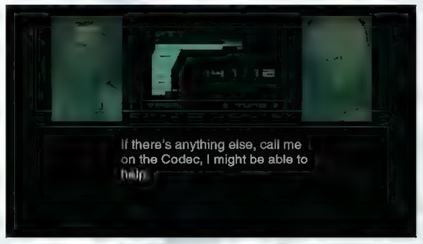
▲Snake entrusts him with rescuing the hostages, a task he completes not long after overcoming personal tragedy.

// OTACON ANALYSIS //

Can surprisingly be a joker too

▲In the Tanker Chapter, when you are supposed to send Otacon photos of Metal Gear RAY, he will have some funny reactions if you send him photos of other things instead (see p. 84). What's more, a chibi pixel art version of Otacon appears in this scene.

Offers detailed information



▲At the end of the game, after the "Crazy Colonel" makes his appearance, Otacon is the one who provides support instead. He shares information on subjects including the capabilities of the mass-production RAYs, Tengu soldiers, the Colonel, and GW.

[1]The name "Otacon" is derived from "OTAKON," an American event that introduces Asian pop culture.

CHARACTER FILE 04

COLONEL

Operational commander of special forces unit FOXHOUND, and the one in charge of the Big Shell infiltration mission

Seemingly FOXHOUND's commander, he is actually an illusory creation of the Patriots' AI, GW, projected directly into Raiden's brain as part of the S3 Plan, or the Selection for Societal Sanity Plan. Issues Raiden orders, giving him tasks to accomplish in order to disarm the terrorists, all according to the Patriots' design. Goes haywire at the end of the game due to the effects of the worm cluster Emma created. Following this, he reveals the full scale of the S3 Plan to Raiden.

"Why not? This is a type of role-playing game. The point is that you play out your part -- and I expect you to turn in a perfect performance!"

▲Guides Raiden as his watchful commander—at least until the end of the game...

// COLONEL ANALYSIS //

Reactions so diverse it's hard to believe he's an AI

▲The Colonel reacts in ways that almost make it hard to believe he is an AI. He consoles Raiden when a guard urinates on him, expresses disgust when he enters a women's restroom, and even expresses a desire to see Rose in cosplay... Throughout the entire mission, Raiden never doubted he was speaking to a real person.

The AI short circuits, and things get even more interesting

▲When the AI goes haywire after Emma's worm cluster is introduced to it, the Colonel starts speaking to Raiden erratically. Some of his lines are even directed at the player, including "The mission is a failure! Cut the power right now!"

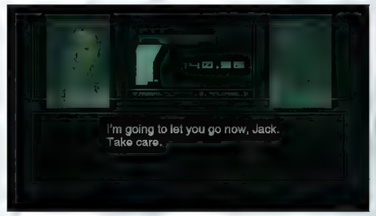
CHARACTER FILE 05

ROSEMARY

"That day at Federal Hall two years ago -- it wasn't a coincidence."

Raiden's girlfriend and data analyst for the mission

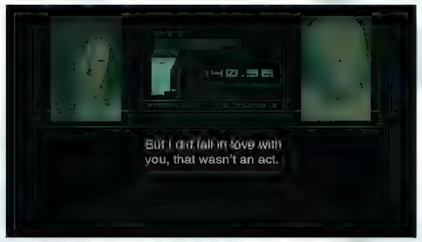
Raiden's girlfriend and a data processing specialist. The analyst who was supposed to take part in the mission was in an accident, and Rose was brought in as a last-minute replacement. However, it later comes to light that she in fact was hired by the Patriots to get close to Raiden and has been monitoring his actions and reporting back to them. After it becomes clear that the Colonel is an AI, Raiden begins to wonder if Rose even exists, but they reunite at the end of the game. The child she was carrying in *MGS2* makes an appearance in *MGS4*.



▲Rose prefers to call Raiden "Jack" rather than by his code name.

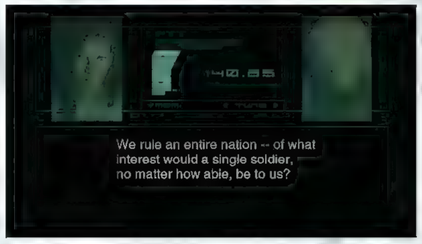
// ROSEMARY ANALYSIS //

Met Raiden as part of her mission



▲Raiden hasn't told Rose anything about his family or his experiences when he was younger, and she can be a little forceful in trying to draw these out from him. Though she met Raiden as part of an assignment issued to her by the Patriots, she has developed genuine feelings for him over the course of their two years together.

Replaced with an AI



▲After GW goes berserk, the Patriots cut off communications from the real Rose and replace her with an AI. Like the AI Colonel, the AI Rose's comments can be rather scathing, causing all sorts of confusion for Raiden.

CHARACTER FILE 06

EMMA EMMERICH

"Do you know how a computer operates?"

Otacon's stepsister and a genius systems programmer

Otacon's stepsister, whom he calls "E.E." A whiz with computers, she joined a top-secret project for the U.S. Navy, becoming involved with development on GW, a massive data processing system capable of controlling information on a global scale. She is injured after getting mixed up in Solidus's terrorist revolt, and though she is able to reunite with Otacon, their time is short-lived, and she succumbs to her wound.

▲Emma uses lacquered chopsticks instead of hair clips.

▲While on the move with Raiden to stop GW, Emma is attacked by Vamp and sustains a serious injury.

// EMMA ANALYSIS //

The Emmerich family curse

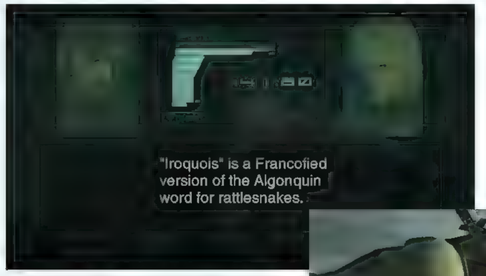
▲Otacon describes his grandfather's, father's, and his own involvement with nuclear weapons as a family curse, and it was his wish that Emma could somehow avoid the same fate. However, she ended up walking this path in order to feel closer to her stepbrother.

Past trauma surrounding water

▲When Emma was six, her stepfather, Huey, drowned himself in the family pool, almost taking Emma with him. She has been afraid of water ever since. At the time, Otacon, in the middle of having relations with Emma's mother, didn't realize what was going on in the pool, and Emma suffered emotional scars as a result.

CHARACTER FILE 07 IROQUOIS PLISKIN

A man of many mysteries, he infiltrates the plant under a fake name and affiliation



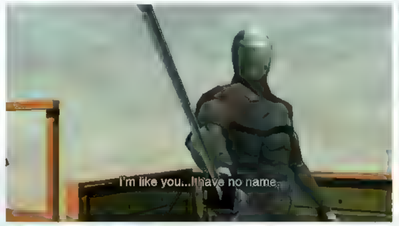
▲He shares the fact that "Iroquois" means "venomous snake" in Algonquin.

▶Pliskin tosses down Stinger missiles to Raiden during the Harrier 2 battle.

Though he presents himself as Lieutenant Junior Grade Iroquois Pliskin, this man is in fact none other than Solid Snake. He made his way into the Big Shell to verify information that Philanthropy had obtained about a new Metal Gear, but ends up helping out Raiden with the bomb disposals, the Harrier 2 battle, and quite a bit more. Pliskin tells Stillman that he's with a separate squad from SEAL Team 10, but from the way Pliskin talks, Stillman knows full well he is no Navy man.

CHARACTER FILE 08 NINJA

An unknown quantity who supports Raiden on his infiltration mission



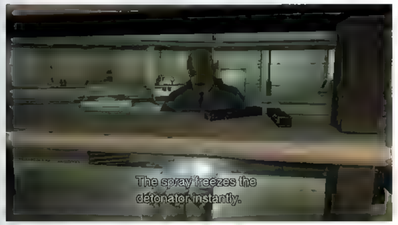
▲The Ninja speaks and acts in ways reminiscent of the Cyborg Ninja from the Shadow Moses Incident.

A mysterious entity who tends to pop up when least expected. In truth, it is Olga under the suit, forced by the Patriots to participate in the incident after they took her baby away and told her that if Raiden dies, her child dies. The Ninja aids Raiden's mission, sometimes giving advice over the Codec, or showing up to lend a hand in an uphill battle. At the end of the game, the Ninja is the one who sneaks Snake and Raiden into Arsenal Gear.

▶The Ninja gives Raiden a Battle Dress Uniform to help him get into the Shell 1 Core. They also show up in the B1 Hall to help Raiden escape after Ocelot sees through the disguise.

CHARACTER FILE 09 PETER STILLMAN

Bomb disposal expert well versed in all manner of explosives



▲Coolant spray allows for bombs to be temporarily frozen and neutralized. Peter shows Raiden and Pliskin how to use this spray, and then entrusts them to go dispose of the bombs.

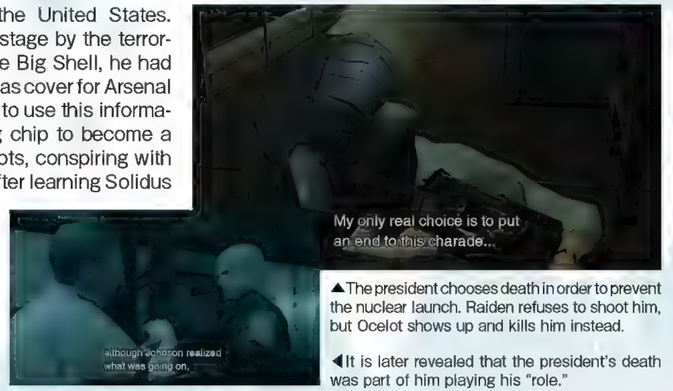
A former instructor at the Naval School of Explosive Ordnance Disposal (commonly known as Indian Head), and a former consultant to the NYPD Bomb Squad, Stillman is often referred to as THE bomb disposal expert. He was brought onto the Big Shell with the Navy SEALs to help defuse bombs planted on it, but it turns out a member of Dead Cell, Fatman, is a former pupil of his, and a battle of wits unfolds between the mad bomber and the man trying to stop him.

▶It comes to light that Peter lied to everyone about an event from his past. To atone for what he did, he heads out to defuse a bomb personally, but he makes a miscalculation and dies in the resulting explosion.

CHARACTER FILE 10 JAMES JOHNSON

Commander-in-chief, he visits the Big Shell for a very specific purpose

44th president of the United States. Ostensibly taken hostage by the terrorists while visiting the Big Shell, he had learned the facility was cover for Arsenal Gear and attempted to use this information as a bargaining chip to become a member of the Patriots, conspiring with Solidus. However, after learning Solidus actually intended to go to war with the Patriots, he cut ties with him and was confined within the Shell.



▲The president chooses death in order to prevent the nuclear launch. Raiden refuses to shoot him, but Ocelot shows up and kills him instead.

◀It is later revealed that the president's death was part of him playing his "role."

CHARACTER FILE 11

SOLIDUS SNAKE

"And we will become the 'Sons of Liberty'!"

Clone of Big Boss who wants to free the world from the Patriots' control

Like Solid and Liquid Snake, Solidus is a clone of Big Boss created through the Les Enfants Terribles project. Serving as 43rd president of the United States under the name George Sears, he was actually the one responsible for instigating the Shadow Moses Incident through Ocelot. Four years later, he uses the members of Dead Cell and Gurlukovich's forces as pawns to seize Arsenal Gear in an attempt to liberate society from the Patriots.

◀Desires to obtain a list of the Patriots and eliminate them one by one.

// SOLIDUS ANALYSIS //

Guided Raiden when he was a child

▲In the 1980s, Solidus killed Raiden's parents and took him for his own son. From around the age of six, he put a gun in Raiden's hands and raised him as a child soldier, the reason being, as Solidus tells it, "Because I needed to know whether we were really someone else's creation." This is the first time the two of them have seen each other since those days.

Wears a powered suit employing artificial muscle technology

▲Consisting of an exoskeleton and a myriad of sensors running beneath the suit like its own nervous system, the suit's artificial muscles contract the split second any sort of shock is detected, making cutting through the suit a challenge, and limiting damage received to the bare minimum.

CHARACTER FILE 12

FORTUNE

"My name is Fortune, lucky in war and nothing else... And without a death to call my own."

Known as Lady Luck, a rail gun is her weapon of choice

Leader of Dead Cell, she earned the nickname "Lady Luck" after no bullet could hit her on the battlefield. Real name Helena Dolph Jackson. Has vowed revenge on Snake, said to be who killed her father, Scott Dolph. In the end, however, all of her efforts were merely part of the Patriots' S3 Plan; it was even their electromagnetic device that was the reason for her "luck." Though she does ultimately fall to a bullet, she is able to perform something of a miracle right before her death.

▲An electromagnetic device was the reason no bullet could hit her.

// FORTUNE ANALYSIS //

A string of misfortunes

▲On top of the death of her father, her husband, former leader of Dead Cell, Colonel Jackson, was imprisoned and died in jail. Her mother then committed suicide, Fortune herself suffered a miscarriage, and other members of Dead Cell were killed, meaning that Fortune lost her family and her place in the world in a relatively short time.

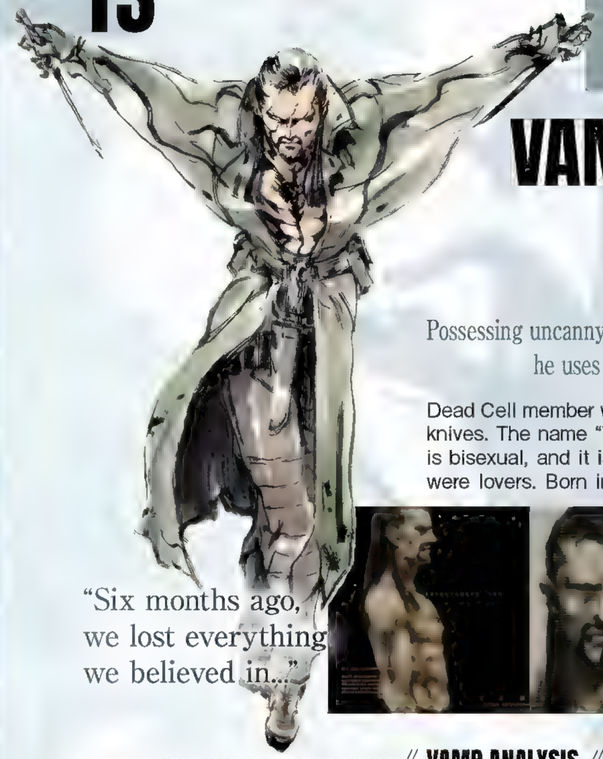
Wields a prototype rail gun

▲Rather than using gunpowder, Fortune's rail gun uses magnetic force to launch shells at an ultra-high velocity. Many problems with the weapon remain, however, including a high likelihood of spontaneous discharge, which means the weapon is yet to be put into official use. However, Fortune has been able to master it.

CHARACTER FILE 13

VAMP

▲Vamp comes at Raiden with physical abilities that defy belief, including being able to move swiftly even underwater.



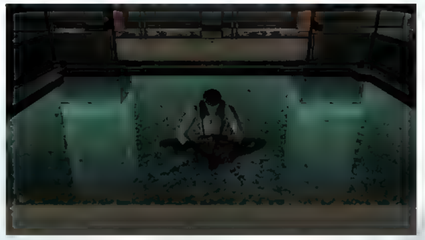
"Six months ago, we lost everything we believed in..."

Possessing uncanny agility and other physical abilities, he uses knives to hunt his prey

Dead Cell member whose preferred weapon is throwing knives. The name "Vamp" comes from the fact that he is bisexual, and it is rumored that he and Scott Dolph were lovers. Born in Romania, he was the victim of a terrorist bombing when he was young, and forced to survive off his and his family's blood while trapped in the rubble; this is how he acquired his taste for blood.

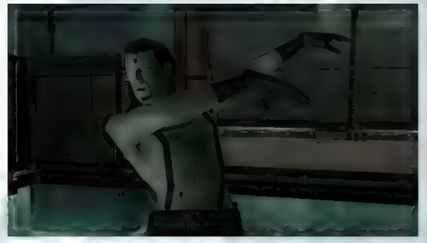
// VAMP ANALYSIS //

▷Superhuman physical abilities



▲Vamp possesses a number of extraordinary abilities—he regains consciousness even after taking a bullet to the forehead, and survives swimming in a filtration pool with no buoyancy. The secrets behind Vamp's abilities are made clear when he returns in *MGS4*.

He can even dodge bullets



▲Vamp is able to determine where an adversary will fire next from the movements of their muscles, which tell him where the barrel of their gun will be pointed next. In his battle against the SEALs, for example, he was able to wipe them out without taking a single hit.

CHARACTER FILE 14

FATMAN

"My ambitions are much more simple: To be the most famous bomber of them all."

Genius bombmaker who built an atomic bomb when he was 10

A mad bomber of generous size who learned everything he knows from Peter Stillman, an instructor at the Naval School of Explosive Ordnance Disposal, who was like a father to him. A self-proclaimed artist, he sprays cologne on his explosives as a form of personal aesthetic. Though still a member of Dead Cell, he agrees to work with the Patriots in exchange for a chance to have a showdown with Stillman. His role in the Big Shell Incident is to serve as an examiner of sorts, to test Raiden's true ability.

▶His inline skates allow him to whiz around the battlefield.

// FATMAN ANALYSIS //

A protective bomb blast suit

▲Fatman's bomb blast suit protects him from explosions. It is rather heavy due to the extreme protection it offers, but Fatman compensates for this by wearing inline skates, which offer him high mobility.

Proud of his long, slender fingers

▲Fatman's pride and joy above everything else are his fingers—thin, beautiful, and feminine. He is diligent in caring for his hands, always admiring them and giving himself a manicure, an aesthetic fixation all his own.

CHARACTER FILE 15

REVOLVER OCELOT

"Alas, my finger must have slipped..."

Solitary animal who works with Gurlukovich, Solidus, and the Patriots, all the while quietly waiting for the right opportunity

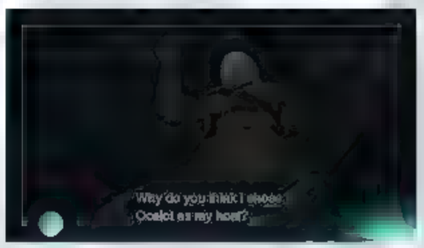
Former member of FOXHOUND who, after getting his right arm sliced off by the Cyborg Ninja, had Liquid Snake's right arm grafted onto his body. In the Tanker Chapter, he steals Metal Gear RAY as ordered by the Patriots. In the Plant Chapter, he works with Solidus, advancing the S3 Plan (Solid Snake Simulation) behind the scenes, recreating the Shadow Moses Incident. It is later revealed that this was a test of the Patriots' real S3 Plan (Selection for Societal Sanity), but by this point, Ocelot has already disappeared from Arsenal Gear in a Metal Gear RAY.

▶Though the player never fights Ocelot directly in *MGS2*, he plays a much larger role compared to the previous game.

// OCELOT ANALYSIS //

The S3 Plan, advanced in part by Ocelot ▷Liquid's personality invades through his arm

▲Ocelot works in the background to recreate the Shadow Moses Incident, as part of data collection for a training program designed to enable even a rookie soldier to produce the results of a battle-hardened warrior



▲Unlike in *MGS*, in this installment Ocelot acts on various occasions like Liquid has taken over his body and his mind. For details, see the section on Liquid Ocelot on p. 45.

CHARACTER FILE 16

OLGA GURLUKOVICH

"Whoever you are, you're not stopping us!"

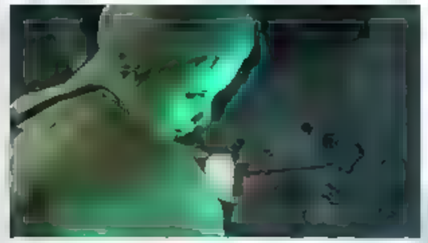
Soldier who grew up in her father's unit, supporting him all the way

Daughter of Sergei Gurlukovich, and an outstanding soldier. In the Tanker Chapter, despite being pregnant at the time, she attacks the dummy tanker with her father, Sergei, but ends up losing to Snake in a gun battle. In the Plant Chapter, Olga and the rest of the Gurlukovich forces have linked up with Solidus. The Patriots took Olga's child away from her right after she was born, later telling her that if Raiden dies, her child dies. This is why she aids Raiden as the Ninja, in the process betraying Solidus. When she reveals this to him, he promptly shoots her.

▶Olga is on the boarding party that captures the Marines' tanker. An intense gunfight with Snake later takes place.

// OLGA ANALYSIS //

Inherited exemplary marksmanship and martial prowess ▷Physical abilities that rival those of the Cyborg Ninja



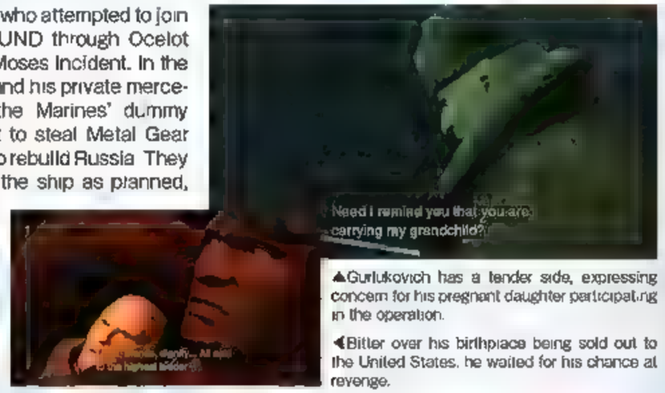
▲In her battle with Snake, Olga uses a gun hybrid, a knife with a single-shot concealed in its handle. Her father was a colonel in the former Soviet Union GRU (Main Intelligence Directorate), and so she received weapons and combat training from when she was a child.

▲When Raiden gets into trouble, she appears from nowhere and helps him escape, deflecting bullets with her sword and performing other feats in an impressive display of agility and clean movement similar to that of the Cyborg Ninja.

CHARACTER FILE 17 SERGEI GURLUKOVICH

Former GRU colonel who attacks the tanker to capture the new Metal Gear

Former GRU colonel who attempted to join forces with FOXHOUND through Ocelot during the Shadow Moses Incident. In the Tanker Chapter, he and his private mercenary group attack the Marines' dummy tanker in an attempt to steal Metal Gear RAY and use it to help rebuild Russia. They are able to capture the ship as planned, but following this, Ocelot betrays Gurlukovich, steals RAY for himself, and sends Gurlukovich to the bottom of the ocean along with the tanker.



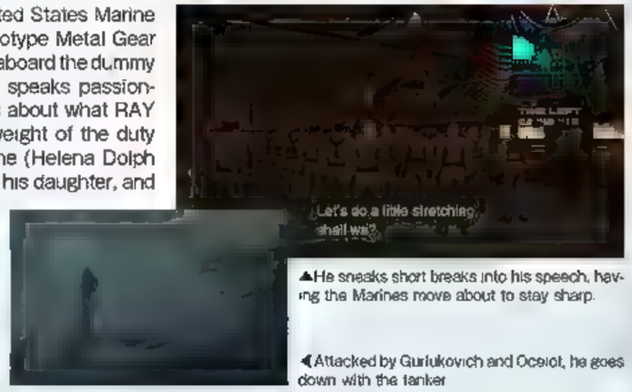
▲Gurlukovich has a tender side, expressing concern for his pregnant daughter participating in the operation.

◀Bitter over his birthplace being sold out to the United States, he waited for his chance at revenge.

CHARACTER FILE 18 SCOTT DOLPH

Commandant of the Marine Corps, in charge of transporting Metal Gear RAY

Commandant of the United States Marine Corps, he leads the prototype Metal Gear RAY to an exercise area aboard the dummy tanker. On the way, he speaks passionately to rows of Marines about what RAY means as well as the weight of the duty the Marines bear. Fortune (Helena Dolph Jackson) of Dead Cell is his daughter, and rumor has it he and Vamp are lovers.



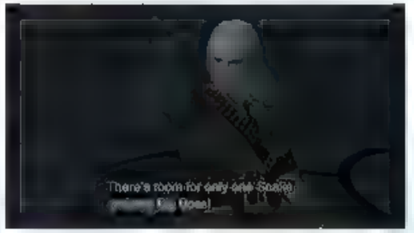
▲He sneaks short breaks into his speech, having the Marines move about to stay sharp.

◀Attacked by Gurlukovich and Ocelot, he goes down with the tanker.

CHARACTER FILE 19 LIQUID OCELOT

Liquid Snake's personality, manifested in Ocelot

After getting his right arm cut off by the Cyborg Ninja in *MGS*, Ocelot had Liquid Snake's right arm grafted onto his following the Shadow Moses Incident. He appears before Snake once more in *MGS2*, only this time there are moments where it appears his mind has been taken over by Liquid's— his fearless attitude and even his voice are identical to Liquid's, and he takes delight in taunting Solid Snake. At the end of the game, he turns his back on Solidus and the Patriots, getting into the cockpit of a Metal Gear RAY and diving into the ocean. Incidentally, it was he who leaked information about Arsenal Gear to Otacon, which is what brought Snake to the Big Shell in the first place. Ocelot's actions following *MGS2*, as well as the secret behind Liquid "hijacking" his mind and body, are laid bare in *MGS4*.



▲His sights set on the Patriots, he snarls at Snake and Solidus, telling them, "There's room for only one Snake!"

CHARACTER FILE 20 JOHNNY SASAKI

Returning character from *MGS*, albeit off-screen

A soldier who has been a famous recurring character since *MGS*. In *MGS2*, the player never gets a glimpse of Johnny, as he appears in voice only, specifically—the Shell 1 Core B1 Hall, and the Strut L Oil Fence. Point the directional microphone in the right direction in these locations to hear Johnny speak. Though he was one of the few survivors of the Shadow Moses Incident, any confidence he may have gained doesn't appear to have done his bowels any good, as they are in just as terrible a shape this time around.

Shell 1 Core B1 Hall

▲Point the directional microphone at what would appear to be a restroom to hear Johnny say "This one's worse than that one up in Alaska..." as he once again suffers on a porcelain throne while reflecting on his life choices.

Strut L Oil Fence

▲When Emma walks behind a column, Johnny will spot her, yelling "Freeze!" He then tells her about something he learned on Shadow Moses.

THE EXPLANATION OF

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID 2

SONS OF LIBERTY

[Commentary]

MGS2's innovations, and unraveling the depths of its story

MGS2, while built on gameplay elements devised for *MGS*, took bold, new steps in its approach to being a true, full-blown sequel. In this section, we'll look at the technical side of how this entry took the series in a new direction, and we'll also explore its characters' motivations and the story's themes from a variety of angles.

METAL GEAR ARCHIVE

MGS2 and New Challenges

Planning begins right after the release of *MGS*

MGS took *MG* and *MG2*'s simpler gameplay of hiding and fleeing from the enemy to a whole other level. It was immediately after *MGS*'s completion in 1998 that planning on another sequel, *MGS2*, got underway. The development process's concepts and approaches are explored in great detail in The *Document of Metal Gear Solid 2*, a behind-the-scenes title that features all kinds of original documents, materials, and assets. *MGS2* aimed to carry over everything from the previous installment—its world, characters, game systems, story—in true sequel form, building on its best features while still being accessible to new players. To achieve this, sequels released by other publishers were studied, their approaches, pros, and cons analyzed. The result of this painstaking process was a unique system whereby choices were presented to the player at the start of the game, and the opening chapter would change depending on their degree of familiarity with the series (the difficulty would also change according to the player's answer to a question about their skill level with action games). Along with this approach, it was decided that the game would be split into a Tanker Chapter and a Plant Chapter. In addition, the fictional reality concept implemented in *MGS* would be heightened, and the action, game systems, graphics, and other elements also taken to greater levels. Improvements to gameplay were leveraged to present the thrill of infiltration like never before.

A choice of different opening chapters to aid new players

◀▲Two separate chapters, the Tanker and Plant Chapters, with two separate protagonists, tell one overarching story. In the original release, the player was given a choice at the start of the game as to which chapter they would play.†

Detailed models increase realism

Hardware advances meant more polygons were available to the developers, allowing for increased detail in character and background models. This resulted in gameplay feeling ever more realistic, greatly elevating the tension of *MGS2*'s stealth.

Character expressions were also given an upgrade

The 3D modeling process for characters begins with converting 2D design images into 3D. Once a character's appearance has been decided, a skeletal model with joints is created to enable its polygon model to move freely. *MGS2*'s main characters contain a total of 21 joints, eliminating the stiff movement of characters like in *MGS*. In addition, polygon counts for characters increased from around 700 to 3,000. This meant modelers could bring out details in characters' clothing, and even improve the texture of the materials. Finally, character faces in the Codec screen were now based on skeletal models too, presenting the same changes in emotions found during cutscenes.

▲Characters on the Codec screen were now in 3D, and could express the same range of human emotions as within the cutscenes.

Rendering smooth movement with motion capture

In contrast to the 30 frames per second framerate of *MGS* that limited character animation, *MGS2*'s frame rate was doubled to 60. This increase in frames meant animation was much smoother. On top of this, the game's polygon cutscenes employed motion capture, whereby an actor's movements were used to express the 3D polygon models' movements in-game.

▲The motion capture process added "weight" to the game's visual world.

▲Characters' basic actions were all done by hand. Attention was paid so that the game's characters would be fun to control.

†This feature does not appear in the *Substance*, *HD Collection*, or *MASTER COLLECTION* re-releases
*All copyright information displayed on the game screen is from the original time of release and differs from current copyright information.

Stage modeling with a sense of atmosphere

Stages were devised with an emphasis on design and artistic beauty, while making sure they were interesting to play and that their functional aspects were kept in mind. Single stages had upwards of over 500 light sources, with fine lighting helping to create a powerful sense of atmosphere. They also featured high winds, rain, and shadows that would change with the time of day.

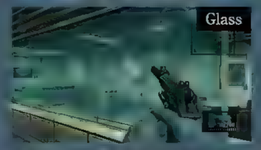
◀Particular attention was given to Metal Gear RAY's lighting.

▲Changes in weather and time of day were depicted, influencing the story and gameplay.

All sorts of objects could now be interacted with

Objects can be found throughout the game's stages. Shooting, striking, or performing other actions on them results in a wide range of reactions.

▲Shooting the screen will cause the TV to break, with the image disappearing from the point where the gunshot landed.



▲Cracks will appear in the glass; after enough rounds have hit it, it shatters completely.

▲Shoot one and its extinguishant will go flying everywhere. This can be useful for making infrared beams visible or hindering enemy actions, for example.

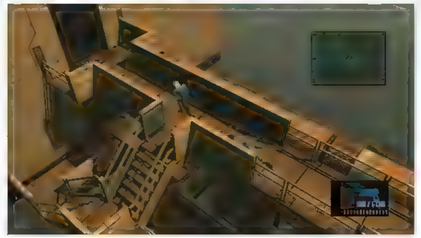
▲Shoot magazines and bits of paper will scatter, with the magazines themselves falling from the stands.

▲The container will jump around, sending ice cubes everywhere. Even the ice cubes themselves can be shot, or will gradually melt.

▲Steam shoots out after a pipe is shot. This too can be used to thwart an enemy.

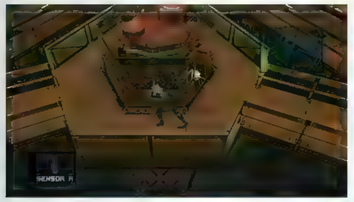
Truly three-dimensional maps expanded player freedom

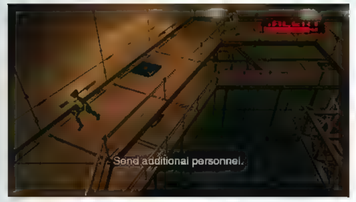
MGS2's tanker and Big Shell both featured multi-level maps with a real sense of physicality to them. Player and enemy vertical visibility increased significantly, and the First Person View camera let the player check above and down at their feet, also giving them a look at enemy activity on other floors as they progressed through an area. This all meant the experience of stealth became ever more realistic. Also, the same stage can have multiple routes through it, offering more strategic options and approaches when it comes to infiltration.

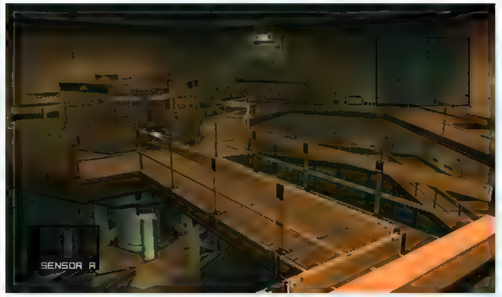


▲With stages more three-dimensional now, as opposed to flat spaces, the player has more visual information to consider when deciding on an approach.

Enemies on floors above and below must be kept in mind







◀▲An enemy below might hear a footstep when walking above them, while an enemy above might spot the player when peering over a railing. Some situations can prove difficult to tackle if relying on the Soliton Radar alone.

Hanging can also be used to avoid the enemy

To complement the game's more three-dimensional stages, a new action introduced in *MGS2* is hanging. This offers the player a place to hide even on a straight pathway with no other cover. It is even possible to quickly drop down to the floor below by letting go while hanging.

▲Pathways with a railing can be jumped over and hung from.

▲This also provides a good escape route from pathways with no other way out.

Giving enemy thinking and actions a boost

Enemy soldiers were redesigned in *MGS2*. They now employ sophisticated teamwork—if they spot you, they radio for backup and flank you to prevent an easy escape, or instance. In addition, if they lose sight of you, they will carry out a clearing (a focused search). These and other updates to their AI make their thought processes and behaviors far more realistic than they ever were in *MGS*.

▲Enemies will encircle an area while maintaining their distance, then attack all at once. The risks of being spotted are greater than they were in *MGS*.

▲If an enemy spots footprints or a trail of blood, they will follow them, making it potentially difficult to lose them without some careful thought.

Clearings

◀Enemies conduct a thorough search of an area where they lose sight of an intruder. If you hide in a toilet stall, they will even peek over the top to see if anyone is in there, but you can crouch to avoid detection.

Checking out a suspicious cardboard box

◀If an enemy comes across a cardboard box that looks like it doesn't belong, they will lift it up to check inside. If you move while the enemy is checking it, he will call [illegible]

Scanning an area with binoculars

◀Some enemies will use binoculars to keep watch from the roof of a facility. Likewise, if spotted they will radio [illegible]

Introducing hold-ups, another way of neutralizing enemies

Enemies can now be held up and have their items stolen. To hold up an enemy, sneak up on them from behind and point a gun at them. Then, circle around in front of them and point your gun at their head or another vital point and they will drop an item by shaking their hips. You can also collect the enemy's dog tag at this point, if they have one. Collecting dog tags (see p. 89) is a new feature that adds to *MGS2*'s replayability.

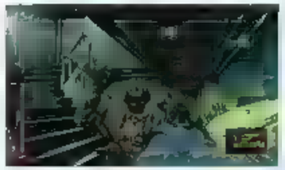
Approach from outside their field of view and aim a weapon

▲Enemies will raise both hands and not offer resistance. Hold-ups don't consume ammo, making them an effective means of neutralizing an enemy if you are low on it

Secure your safety after a hold-up

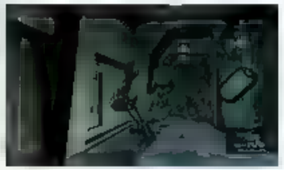
◀By choking an enemy and facing them in another direction, you can point them away from you and secure your safety

Steal items



◀To make an enemy drop an item they are carrying, point a gun at their face or a vital point in First Person View. You can also shoot them in the arm or leg

Collect dog tags



◀Enemy dog tags [illegible] level. Collecting all dog tags in the game requires playing it on every difficulty

Some enemies aren't so cooperative

◀Some enemies [illegible] try to quickly lower them, or they will refuse to hand an item over

Reduce the chances of being detected by moving bodies

If an enemy spots the body of another enemy, they will go on the alert for an intruder. To provide a way to prevent this, fallen enemies can now be moved and hidden. This demands consideration for what to do with an enemy after neutralizing them, adding to the game's tension.

◀It is possible to pick up enemies and move them. Dropping them will sometimes cause an item to pop out

▶Drag an enemy to an open locker to hide them inside it.

The tranquilizer gun: an invaluable tool for stealth missions

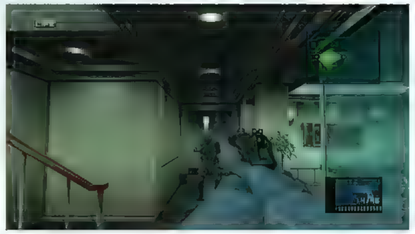
The tranquilizer gun made its first appearance in *MGS2*, going on to become a regular feature throughout the series. Its tranquilizer rounds enable the player to put an enemy to sleep, neutralizing them without killing them. On the lowest difficulty, enemies will go to sleep instantly, making this a perfect weapon for players who aren't used to action games.

▲Once an enemy falls asleep, Zzzs appear above their head, and they will sleep for a while. Being able to neutralize an enemy from a distance is one of this weapon's selling points.

The tranquilizer gun gave birth to No Kill runs

Completing a game with a No Kill run (not killing a single enemy) is one of the many ways the *MGS* series can be enjoyed. This began with *MGS2* and the introduction of the tranquilizer gun, which allows for enemies to be neutralized without killing them. This weapon is also highly useful for No Alert runs (not being detected once), as it doesn't tend to arouse enemy suspicion as much.

Shooting an enemy



▲If you hit an enemy with a round, they will fall asleep. How long it takes for them to fall asleep and wake up depends on both where the round landed and the game difficulty.

Shooting a boss

▲Tranquilizer rounds will lower the Stamina Gauge below the boss's Life Gauge. Reduce it to zero to defeat them without killing them. Landing shots on vital points like the head will deplete more Stamina than body shots.

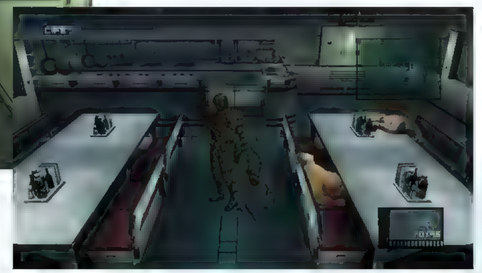
Knocking out an enemy with strikes or throws

Another method of incapacitating enemies involves knocking them out with strikes or throws. While this takes longer to do, it has the advantage of not consuming ammo. However, an enemy who wakes up from being knocked out will go into Caution Mode.

Tactics related to enemy sleep and wake-up times

After hitting an enemy with a tranquilizer round, both the amount of time it takes for the enemy to sleep and wake up are determined by difficulty level. On higher difficulties, enemies remain neutralized for only a short time. In addition, ammo is limited, meaning the risk is greater if a shot is missed. It therefore becomes essential to use the tranquilizer gun while keeping future possibilities and situations in mind.

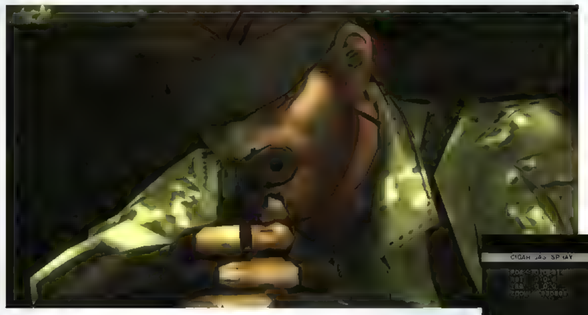
▼Shoot multiple rounds into an arm or leg to make an enemy fall asleep faster. Also, after landing a shot, you can roll into an enemy to make them fall asleep instantly.



▲Enemies who fall asleep from tranquilizer rounds will eventually wake up on their own or be woken up by another enemy, but they don't enter Caution Mode—they merely think they dozed off.

The tranquilizer gun became a staple of the *MGS* series

The tranquilizer gun first appeared in *MGS2*, going on to become a regular feature in a number of forms throughout the rest of the series. For instance, *MGS3*, which takes place before *MGS2*, contains weapons that fit the tone of that entry—the cigarette gas-spray gun and the knock-out handkerchief. Additionally, while the tranquilizer gun's suppressor in *MGS2* has unlimited durability, in subsequent installments the suppressor became a consumable item.



◀The addition of suppressor durability increases the downsides of missed shots and haphazard firing.

▶Special weapons based on the tranquilizer gun also make an appearance, in more than one form.

The Background to *MGS2*'s Story

Memes, and what we pass on to future generations

One of the themes of *MGS2*'s story is "memes." The term refers to units of cultural information, much like genes, that are passed on to future generations and undergo a process of selection and evolution. One of *MGS*'s themes was "genes," but memes encompass thoughts, memories, culture, history, and so on. In *MGS2*, this theme is presented by the intersection of characters' ideologies and beliefs. *MGS2* also marks the first appearance of the Patriots, a shadowy organization that controls the world. They attempt to select, in place of humans, what information from the multitude should be filtered out and what should be passed on, as a means to dictate in what direction human society will advance. In a digital society, information isn't filtered, enabling even the most trivial data, misinformation, slander, or libel to be passed on to future generations. Their concern was that this would "slow down social progress, reduce the rate of evolution." In this section, we'll discuss how the Patriots were born, how this sort of thinking came into being, and what governance through this kind of information control looks like.

The birth and history of the Patriots

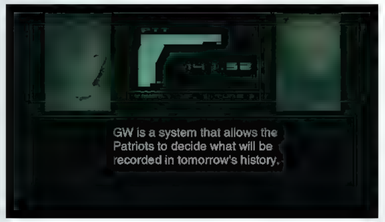
In *MGS2*, the Patriots appear in the story in AI form, but they began with the Wisemen's Committee, a secret group of the most influential figures from the United States, post-revolution Russia, and the then-Republic of China, formed in the early 20th century. An agreement among its members led to the creation of the Philosophers, and, to ensure victory in World War II, the Philosophers pooled their resources to create a fund called the Philosophers' Legacy. In the confusion at the end of World War II, the Soviets secured the Legacy for themselves, but the United States later stole the entirety of it. It was these funds that Zero, founder of special forces unit FOX, along with Big Boss, EVA, Para-Medic, Sigint, and Ocelot, used to create a new organization (later Cipher) to carry on The Boss's will. But a rift occurred between Zero, consumed by a thirst for power, and Big Boss, who was used by Zero. Big Boss left the group, and Zero's second-in-command, Skull Face, infected Zero with a parasite, beginning irreversible brain damage. Before he was left in a vegetative state, Zero initiated a project to entrust his will to an AI. This was the start of the Patriots, the AI that would rule the world, controlling people's decisions by controlling information. Their influence continued to grow, until even the President of the United States was nothing more than a pawn of the Patriots. Finally, in 2009, the Big Shell was chosen as the site of a field test for S3, a system for controlling human will (the S3 Plan—see p.58).

The original members of the Patriots' predecessor organization

ZERO | BIG BOSS | PARA-MEDIC
SIGINT | EVA | OCELOT

The Patriots' rule—the rule of information

The basis for the Patriots' thinking and actions is The Boss's dying wish—to make the world one. When Zero entrusted his will to an AI, he had hoped to realize her will by collecting massive amounts of data, offering it to people through specific rules, and guiding their judgment. It was under this idea that the AI began, controlling and censoring information, first ruling America, then the world from the shadows. However, after the digitization of society grew ever faster in the 2000s, with information circulating from innumerable sources, this system of control began to reach its limits. To control all digital data, the Patriots had to build a new system, and so the S3 Plan was born. The Patriots' new form of control involved gathering and managing all digital information, then selecting whatever truth they felt had value and offering it to the populace, thereby subconsciously controlling their thoughts and actions. In other words, to take free will away from the people and build a society based on the Patriots' will instead.



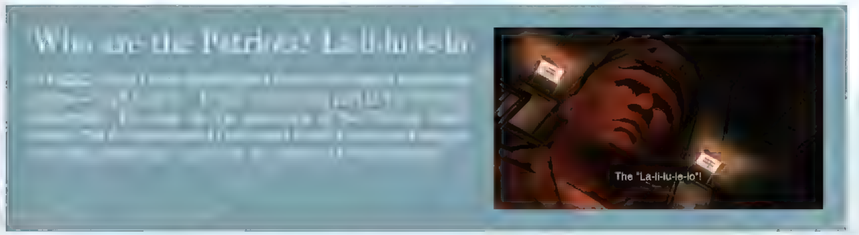
◀As an example of the Patriots' information control, Emma mentions the number of human genes, and how the number of genes that Raiden and the rest of the world believe exist is the number after the Patriots have performed their censorship.

▶After the field test of the S3 Plan, the Patriots' control only accelerated, though this ended up giving birth to the "war economy"—not a direction Zero had intended (*MGS4*).

Snake and Raiden's wish for the future

In *MGS2*'s narrative, Raiden almost loses sight of who he is, his thoughts and actions having been controlled by the Patriots. After the battle with Solidus, Raiden wonders what to do, saying, "What am I supposed to believe in? What am I going to leave behind when I'm through?" To this, Snake answers, "We can tell other people about having faith. What we had faith in. What we found important enough to fight for."

▲Raiden makes up his mind to pick his own life and things worth passing on.



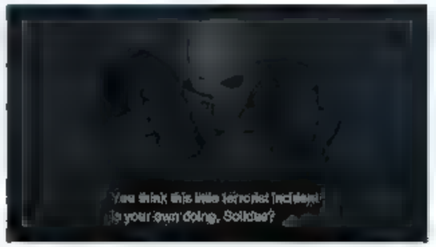
The S3 Plan (Selection for Societal Sanity) carried out on the Big Shell

The S3 Plan was being advanced by the Patriots behind the scenes in *MGS2*. It stands for "Selection for Societal Sanity," and it refers to a system for controlling human will by controlling information. What took place during the Plant Chapter of *MGS2* was a field test (exercise) to demonstrate the effectiveness of this system. The 2005 Shadow Moses Incident (*MGS*) was chosen as the model for the exercise, with the Big Shell standing in for Shadow Moses Island, and Solidus and Dead Cell the pawns to serve the roles of Liquid and FOXHOUND. The test was about seeing if the incident could be recreated and controlled, according to the Patriots' will, and if Raiden could be made to act like Snake. Raiden was chosen as the test subject because he refused to acknowledge his past as a child soldier. The Patriots told him he was the ideal candidate as he was fixated on protecting his own feelings. Similarly, the goal of S3 was to protect the public at large. The reason the Shadow Moses Incident was chosen as the model was because of the extreme nature of that situation. The Patriots believed that if it could trigger, control, and resolve this, it could be applied to any other situation. The result was the Patriots were able to control Raiden's emotions and actions without arousing his suspicion. With the incident triggered, controlled, and resolved, this was deemed proof of S3's practical utility.

◀▲Being a member of FOXHOUND, having Rose for a girlfriend. Almost all of Raiden's life was orchestrated by the Patriots.

What was the S3 Plan according to Solidus?

Both Solidus and Ocelot weren't aware of the true nature of the Patriots' S3 Plan. From the disinformation Ocelot received, Solidus believed that the S3 stood for "Solid Snake Simulation"—an attempt to artificially recreate history's greatest soldier through a robust VR training simulation. In fact, Solidus never learns the truth behind the S3 Plan, as he is killed by Raiden before getting the chance.



▲Solidus thought he had obtained a list of the Patriots after getting a hold of information on the S3 Plan, but this too was all according to the Patriots' designs.

What was the S3 Plan according to Ocelot?

Despite working for the Patriots, Ocelot wasn't privy to the full scale of the S3 Plan. Like Solidus, he thought the "S3" stood for "Solid Snake Simulation," an attempt to mass produce soldiers that would rival Solid Snake in ability. Unlike Solidus, however, he knew that this was not to be done through VR training, but rather through a training program in which a certain set of conditions and a certain narrative could turn anyone into Snake (i.e., even a rookie could turn in the performance of a vet). To him, S3 was a plan to create such a program. To recreate the set of "conditions" of the Shadow Moses Incident, he incited Solidus, Dead Cell, Olga, and others into doing what they did. Ocelot then had Raiden be the one to resolve the "narrative" that unfolded. The mission given to Ocelot was to collect data for such a training program.

◀Though Ocelot had been advancing the S3 Plan under orders of the Patriots, in the end Liquid Ocelot awakens and goes after them, disappearing into the sea.

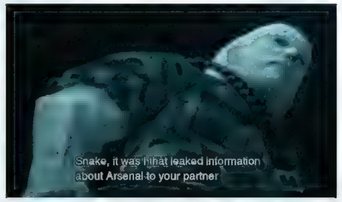
Deceptions in *MGS2*

MGS2's narrative is filled with deceptions designed to mask truths, from the Patriots' plan, to Solidus's plot, to personal information. On the right is a list of some of the truths that appear in the game. Many others are hidden within it, including some that aren't revealed until *MGS4*.

Truths in *MGS2*

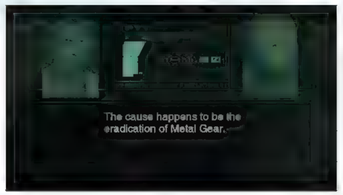
- The sender of the anonymous tip Otacon received wasn't actually E.E.
- The tanker was transporting a new Metal Gear, not crude oil
- Ocelot used and deceived Gurlukovich
- The Big Shell was a dummy facility for concealing the existence of Arsenal Gear
- The destruction of the Big Shell wouldn't actually cause any environmental devastation
- Not only does the Colonel not exist, neither does the new FOXHOUND
- Solid Snake didn't die in the Tanker Incident
- Iroquois Pliskin was actually Solid Snake
- Peter Stillman didn't have a prosthetic leg
- Fatman was an examiner brought on board to test Raiden's ability
- The Ninja was actually Olga
- Both Olga and Ocelot were working for the Patriots
- The purified hydrogen bomb Fortune and Vamp talked about didn't exist
- An electromagnetic device was the reason bullets couldn't hit Fortune
- Raiden and Rose didn't meet by chance but because the Patriots ordered her to

The sender of the anonymous tip wasn't E.E.



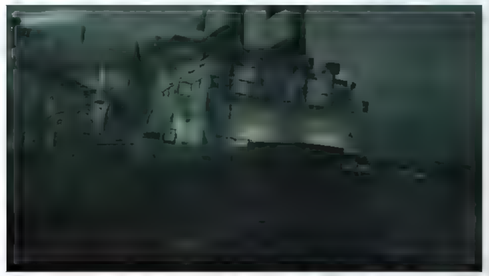
▲It was Liquid Ocelot who sent Otacon the information on Arsenal, not Emma Emmerich.

Snake operated under an alias while he searched for the truth



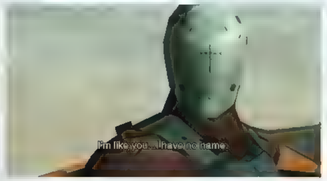
▲Snake made contact with Raiden and proceeded about his objective under the name "Iroquois Pliskin."

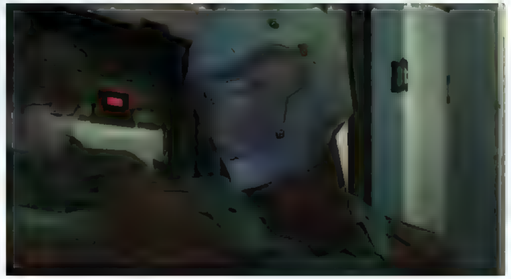
The tanker was secretly transporting a new Metal Gear



◀▲By all outward appearances the tanker seemed normal enough, but it was carrying a Metal Gear prototype, not fuel. It was headed to its exercise area in the Atlantic Ocean.

The Ninja was actually Olga





▲▶Olga helped Raiden to save her child and advance the S3 Plan, as ordered by the Patriots.

Solid Snake didn't die in the Tanker Incident

▲Snake officially died during the Tanker Incident. Though the identity of his remains was confirmed through DNA testing, this was a ruse.

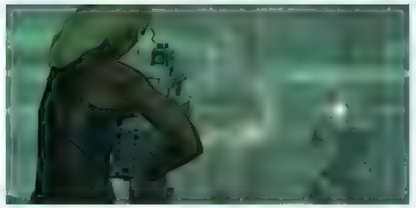
Raiden and Rose's meeting was orchestrated

▲The Patriots had Rose approach Raiden on false pretenses and report on his activities while they lived together for two years.

Stillman didn't have a prosthetic leg

▲After his failure to defuse a bomb resulted in lives lost, Stillman faked the loss of a leg in the explosion in order to gain sympathy.

Fortune's "luck" wasn't luck



▲An electromagnetic device developed by the Patriots was the reason no bullet could hit her.

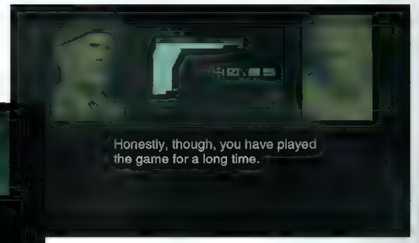
Another Look at the Colonel and Raiden's Conversations

As the story progresses, the Colonel and Raiden's relationship changes from "commanding officer and soldier" to "manipulator and the manipulated." Let's take a look back at the conversations between the "Colonel" and Raiden.

Who was the Colonel anyway?

At the beginning of the game, nothing about the Colonel and Raiden's relationship seems amiss, but by the end of it, the Colonel's actions, orders—even his face on the Codec screen—become increasingly bizarre. It turns out that the "Colonel" was an illusion all along. Signals from Arsenal Gear's AI, GW, were acting on the nanomachines in Raiden's brain, stimulating cortical activity in the dormant part of it, specifically. Some of the Colonel's behavior is so human-like it is hard to believe it is actually an AI. For instance, if Raiden enters a women's restroom, the Colonel will tell him he disapproves. If Raiden shoots seagulls, the Colonel will scold him for killing defenseless animals. If Raiden looks up the skirt of a female hostage, the Colonel will even seem a little excited by the idea, while at the same time rebuking him. This sort of behavior gave Raiden no cause for alarm up until the Colonel began to malfunction.

▶The Colonel gives sitreps and issues orders just like Roy Campbell in *MGS*, even explaining what to do in the event of an accident.



▲However, at the end of the game, the "Colonel" starts behaving erratically and spouting nonsense.

Much of the Colonel's comments ring true for today's internet

After Arsenal Gear's AI, GW, collapses due to the effects of the worm cluster, control of the Colonel switches to another AI, and it speaks to Raiden about the negative effects of the digitization of society. *MGS2* was developed around the year 2000, with this part of the game taking place in 2009, but a great deal of what the Colonel says applies to the internet we know today. Below are some excerpts.

- [In] the current, digitized world, trivial information is accumulating every second, preserved in all its triteness.
- Rumors about petty issues, misinterpretations, slander...
- All this junk data preserved in an unfiltered state, growing at an alarming rate.
- It will only slow down social progress, reduce the rate of evolution.
- The digital society furthers human flaws and selectively rewards development of convenient half-truths.
- The untested truths spun by different interests continue to churn and accumulate in the sandbox of political correctness and value systems.
- Everyone withdraws into their own small gated community, afraid of a larger forum. They stay inside their little ponds, leaking whatever "truth" suits them into the growing cesspool of society at large.
- The different cardinal truths neither clash nor mesh. No one is is invalidated, but nobody is right.
- Not even natural selection can take place here. The world is being engulfed in "truth."
- The individual is supposed to be weak. But far from powerless -- a single person has the potential to ruin the world.

▲The digitization of information. The Patriots feared it, while Snake saw the possibilities in it.

Commentary Series

Who was Big Boss? -02-

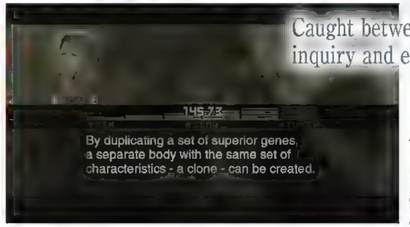
BIG BOSS

An almost mythical soldier who has appeared in various forms throughout the series—FOXHOUND commander, enemy leader, player character—building his legend story by story. Possesses superior survival abilities and is highly proficient in all forms of combat.

The genes of Big Boss, a legendary figure, were used against his will in various ways. In this article, we'll do a deep dive into two key phrases involving his DNA: the Les Enfants Terribles project and soldier genes.

Overview of the Les Enfants Terribles project

1972. Acting under Zero's orders, Para-Medic (Dr. Clark) led a project to create clones of Big Boss. It was known as Les Enfants Terribles. The cloning process itself employed analog cloning technology, along with the Super Baby Method, technology that encourages strong fetal growth. After several dozen failures, the project succeeded. The successful artificial fertilization attempt utilized an egg from Para-Medic's Japanese assistant, which was transferred to the womb of EVA, who wished to be the surrogate mother. Nine months later, two clones of Big Boss, Solid (David) and Liquid (Eli) Snake were born. Solidus was born later on, the product of a different cloning technique. The project was ultimately abandoned in 1976, four years after it began.

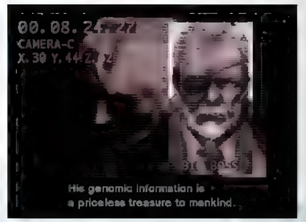


Caught between scientific inquiry and ethical questions

◀With regard to human cloning, Para-Medic admitted to being fascinated by the possibilities, but was unable to condone it on moral grounds.

Big Boss's "soldier genes" and their military applications

After the Zanzibar Land Disturbance, Big Boss's body was recovered by the Patriots. His cells were analyzed, and over 60 kinds of "soldier genes"—genes that enhance combat abilities—were discovered. These soldier genes were then transplanted into members of next-generation special forces through gene therapy in order to make them better soldiers.



▲The genes of a legendary soldier were studied in order to identify those best suited for combat.

Solid and Liquid's births, and genetic engineering

Solid and Liquid Snake were clones of Big Boss, born out of the Les Enfants Terribles project. Let's look at the cloning technology that created them, and the genetic engineering that enhanced them.

The Super Baby Method enhanced their growth

The Super Baby Method was employed in the cloning process for Solid and Liquid Snake. As Liquid himself explains in *MGS*, "They fertilized an egg with one of father's cells, and then let it divide into eight clone babies. Then they transferred the clones to someone's uterus and later intentionally aborted six of the fetuses to encourage strong fetal growth..." He adds, "The other six of our brothers were sacrificed to make us."

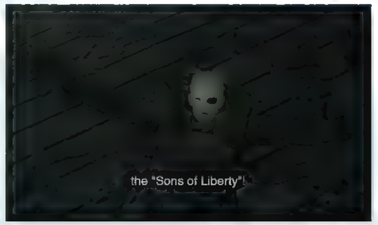
All sorts of genetic engineering was carried out

Solid and Liquid were subjected to various types of genetic engineering before they were born. Examples mentioned in *MGS* include shortening their telomeres; altering their KL gene, one of the genes that controls reproductive function and aging; and transcription terminators that make sexual reproduction impossible. This was done to prevent misuse by a client, or prevent exploitation if they fell into enemy hands.

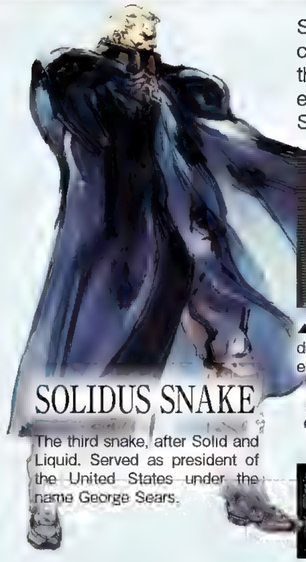
▲In *MGS2*, Solid Snake's accelerated aging has begun, caused by the effects of genetic engineering.

Solidus, the perfect clone

Solidus was born through cloning technology different to that which created Solid and Liquid Snake. Unlike them, he was a perfect clone of Big Boss, genetically identical to him in every way. In *MGS4*, Big Boss's genetic code was required to access the SOP system. Ocelot used Solidus's genetic code instead, fooling JD and giving him full control over the system.



Who was Solidus Snake?



SOLIDUS SNAKE

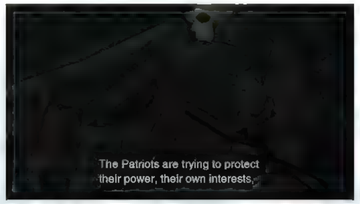
The third snake, after Solid and Liquid. Served as president of the United States under the name George Sears.

Solidus Snake was a perfect clone of Big Boss, created by the Les Enfants Terribles project initiated by Zero, though Solidus was born through different cloning technology than that which birthed Solid and Liquid Snake. "Neither Solid nor Liquid, he was a well-balanced masterpiece," a man of power and influence. Let's take a look at his life and his aspirations.

▲▶Solidus served as U.S. president as a pawn of the Patriots, but eventually he moved against them.

What did Solidus hope to realize by going against the Patriots' rule?

Solidus was born as a clone of Big Boss through the Les Enfants Terribles project, but any chance at sexual reproduction was already stolen from him at birth. After learning he would never be able to pass on his genes, he desired to live on in the minds of the people and the history of the United States, never fading, by passing on information that is not encoded in DNA. But the Patriots' information control threatened to take even that from him. Solidus worked for the Patriots, rising to the ranks of the presidency, but it was there that he began to feel an intense hostility toward them. He later carried out an act of terror, hoping to obtain a list of the Patriots from GW and eliminate its members one by one. His ultimate goal was to defeat the Patriots and liberate the world, making everyone the Sons of Liberty.



▲Solidus wanted to fight the global censorship carried out by GW.

▶He was after a list of the 12 highest-ranking Patriots.

Solidus's activities in each game

Solidus dies in *MGS2*, but he returns in *MGS4* to play an important role. Let's examine the life of the man who tried to liberate the world from the Patriots.

Prior to MGS — Born through Les Enfants Terribles, becomes U.S. president

The 1970s. Born as a clone of Big Boss through the Les Enfants Terribles project. In the 80s, he takes part in the civil war in Liberia, where he takes a boy, renames him Jack, and raises him as a child soldier. Later in life, he becomes president of the United States, and learns about a top-secret project being developed on Shadow Moses Island.

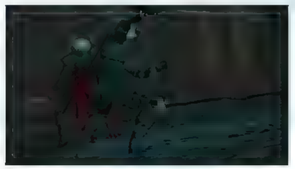
▶Meets Raiden in the First Liberian Civil War, turning him into a killing machine.

MGS — Uses Ocelot to instigate the Shadow Moses Incident

2005. Solidus has Ocelot incite Liquid to spark the Shadow Moses Incident. As a result, the existence of Metal Gear REX and the Genome Army become known to the world, angering the Patriots. They attempt to assassinate Solidus, but with Ocelot's help he is able to go underground.

MGS2 — Launches a revolt on the Big Shell, threatens the U.S. government

2009. Using Dead Cell and Colonel Gurlukovich's forces, he carries out an act of terror to obtain a list of the Patriots from Arsenal Gear's AI, However, that information gets deleted from GW by a worm cluster, and his attempt ends in failure. Solidus then battles Raiden in order to obtain the information from his body (his nanomachines), but he is killed by Raiden.



▲He tries to find traces of the Patriots, but is defeated by Raiden.

◀After waiting for Arsenal Gear to be completed, he carries out his act of terror.

MGS4 — His remains play a part

After his death at the hands of Raiden, Solidus's body was secretly recovered by the Patriots and placed in storage. Ultimately his body ends up in the hands of Big Mama (EVA), who uses parts of his body for transplant procedures on Big Boss. Solidus's head and torso are then used as a dummy version of Big Boss's body.

Emma and Otacon

Back in touch after Otacon receives an email from an "E.E."

What brought these stepsiblings back together after more than a decade apart was an email from an "E.E." Let's take a look at Emma and Otacon's pasts.

EMMA EMMERICH

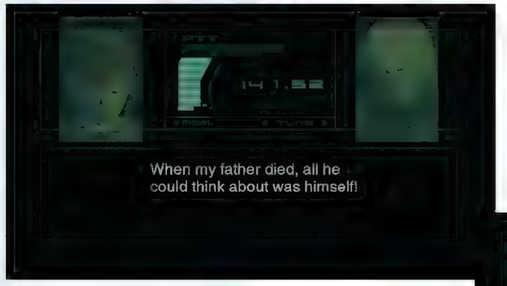
◀Otacon's stepsister, whom he calls "E.E." She is the daughter of the woman Otacon's father, Huey, remarried.

OTACON (HAL EMMERICH)

◀Snake's partner. Getting an email from "E.E." ultimately leads to him reflecting on an indiscretion that took place between him and his stepmother.

The past Emma reveals to Raiden

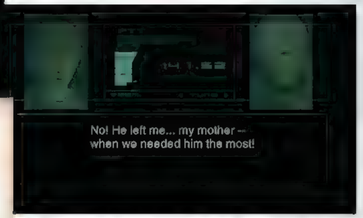
They were once so close they would play house



Emma and Otacon became stepsiblings when Emma's mother, Julie, married Otacon's father, Huey, but they were so close that anyone would think they were blood-related. After his father's suicide, however, Otacon ran away from home.

▲Emma has mixed emotions toward Otacon, who ran away while in the pit of grief after losing his father.

▶There was a time they were so tight knit they would play house together.



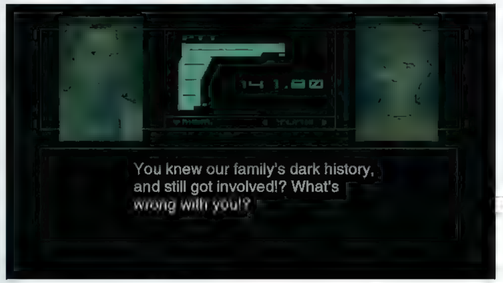
▲When Raiden tells Emma Otacon is waiting, she flips out.

▲Otacon didn't realize Emma was drowning. She has had a fear of water ever since.

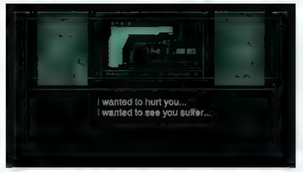
▲Emma's glasses are just for show. She tells Raiden "They bring me luck."

A Codec reunion

Why did Emma get involved with Metal Gear?



▲Otacon speaks of his involvement with nuclear weapons as being part of his family's "dark history."



▶Emma reveals she got involved with Metal Gear to hurt Otacon.

Raiden puts Emma through to Otacon, reuniting them for the first time in years. They waste no time in beginning to argue about the past, however, until Snake stops them when he says "Enough with the sibling rivalry." They may appear to be rather hostile toward each other, but this couldn't be further from the truth.

▲Snake puts a stop to the sibling quarrel, and the conversation ends. It picks back up after they reunite in person.

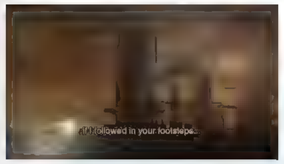
Confronting tragedy

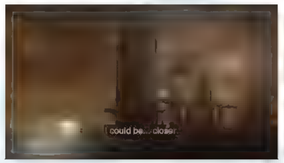
Revealing hidden feelings

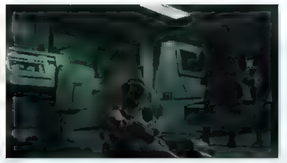
Attacked by Vamp and on the verge of death, Emma arrives at Otacon's location, where she uses her last ounce of strength to say to him "I thought that with Arsenal... if I followed in your footsteps... I could be... closer." After telling Otacon what she had kept inside her all this time, Emma passes away.

▲Her life fading, Emma reveals her true feelings to Otacon.

▶The words of Emma's parrot also offer a glimpse at her steadfast emotions.







Father and Daughter Gurlukovich

Sergei and Olga work together in the Tanker Chapter, whereas in the Plant Chapter Olga works alone. The Gurlukovich family plays a significant role in the series. Olga's daughter, Sunny, appears in it as well (*MGS4*).

SERGEI GURLUKOVICH

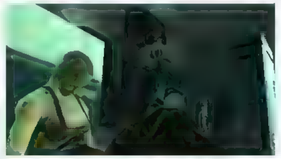
◀Former GRU colonel. In *MGS* he attempted to link up with Liquid through Ocelot, but this never came to pass.

OLGA GURLUKOVICH

◀Sergei's daughter. She has been with his unit since she was born, raised on battlefields. Highly proficient in shooting and hand-to-hand combat.

Tanker Chapter Attacks the dummy tanker to steal Metal Gear RAY

Gurlukovich's forces descend upon the tanker in Kasatkas, military multipurpose helicopters, intent on seizing the new Metal Gear. But just as they are about to get their hands on it, Ocelot betrays them and sends Sergei to the bottom of the ocean along with the tanker.

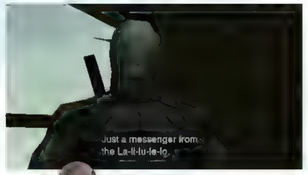


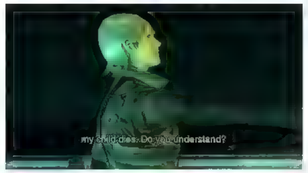
Olga faces off against Snake

◀She encounters Snake on the wing of the deck. Though she is defeated, Snake spares her life.

Plant Chapter Works for the Patriots after they take her daughter hostage

Rescued from the tanker by Snake, Olga has her daughter taken away by the Patriots and is forced to support the S3 Plan as the Ninja. On top of this, she has to make her late father's forces work with Solidus, meaning she is caught between which family to help—her biological one, or her unit. In the end, however, she confides in Raiden and helps him, before being shot and killed by Solidus for being a traitor.





◀Supports Raiden as the Ninja. Her daughter was injected with nanomachines programmed to kill her if Raiden dies.

Sunny appears in *MGS4*, having been rescued by Raiden

Olga's daughter, Sunny, makes an appearance in *MGS4*, having been rescued from the clutches of the Patriots. Though still dealing with the loss of her mother, she has grown to be an upstanding young girl.

◀Despite being only six or seven, her wealth of knowledge and exceptional skill enable her to support Otacon in his work.

Rosemary and Raiden's Relationship

Rose and Raiden's relationship takes a new turn at the end of the game, before subsequently going in another direction in *MGS2*'s direct sequel, *MGS4*. Let's take a look back at their relationship and how it evolves.

ROSEMARY

◀Military desk data analyst. Started dating Raiden after meeting him outside Federal Hall, but there was a secret behind this.

RAIDEN

◀Started going out with Rose two years ago after meeting her seemingly by chance, though he refuses to open up to her about his past.

Plant Chapter An unstable relationship during the mission

Rose and Raiden's meeting was no fluke; it was an inevitability, as Rose, working for the Patriots, was ordered to get close to Raiden in order to monitor him. Though it was a mission, Rose fell for Raiden, ultimately becoming pregnant with his child. Rose kept this a secret while supporting his mission on the Big Shell. During the mission, Raiden's past as a child soldier comes to light. Raiden confesses he doesn't want to share his past with anyone, and is on the verge of ending things with Rose. Rose makes up her mind and tells Raiden about her real mission as well as the fact that she is pregnant, but immediately after this her comms are cut off. Still grappling with confused emotions, Raiden enters into a duel with Solidus, in which he triumphs. After some encouragement from Snake, Raiden is determined to decide his future for himself. He reunites with Rose, promising her to live and pass on all that is important to the next generation and not just what is encoded in our genes.

Provides Raiden with info

◀Rose works as an analyst, breaking down data and providing information.

Have personal exchanges as well

◀It isn't all work with Rose—at times she will encourage Raiden, or even get mad at him too.

▲Now questioning everything, Raiden wonders if Rose has been an AI all along, but they reunite in the flesh at the end of the game.

Married to Campbell in *MGS4*?

Following the events of *MGS2*, Rose and Raiden separate, and five years later, in *MGS4*, Rose is married to Campbell. This comes as a huge shock to Raiden, but the reason behind their union is revealed during the course of the game.

The Evolution of Metal Gear

Ever since its first appearance in *Metal Gear*, the titular nuclear-capable bipedal tank has continued to evolve with each title. Here, we'll take a look at the capabilities of REX and RAY.

Metal Gear REX

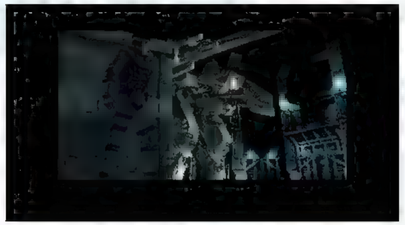
A terrifying new weapon that can launch a "stealth" nuclear warhead

A nuclear-capable bipedal tank, jointly developed by DARPA (Defense Advanced Research Projects Agency) and ArmsTech. Its most notable feature is its ability to launch a nuclear warhead from its rail gun unit, making it undetectable by radar. If completed, it would have threatened to destroy the balance of nuclear deterrence.

DATA
- Appears in: *MGS*, *MGS4*
- Operational terrain: land
- Weapons: rail gun unit, free-electron laser, anti-tank missiles, 30mm cannon

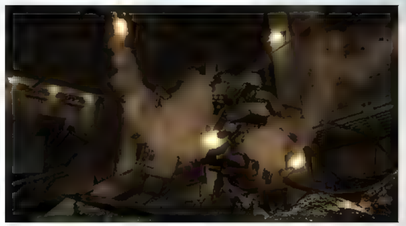
Weapons A range of weapons enables it to operate independently

Its weapons allow it to engage enemies from close, medium, or long range, and its bipedal design ensures it is able to launch a nuclear strike regardless of terrain.



Combat Can obliterate targets with its cannon and missiles

Capable of stopping attacks at close range, or cannon or missile fire from a distance. Weak against chaff grenades.



REX was Granin's idea?

Close inspection of materials belonging to weapons developer Granin in *MGS3* reveals a machine resembling Metal Gear REX.

◀The ideas for bipedal tanks and mobile nuclear missile systems that Granin left behind found their way into the United States' hands thanks to Ocelot, and led to the creation of Metal Gear.

Metal Gear RAY

Amphibious vehicle with command over land and sea

An amphibious anti-Metal Gear weapon developed by the United States Marine Corps to eliminate Metal Gear clones that had spread across the globe. Code-named RAY, after the manta ray, it boasts advanced search capabilities and can wipe out an enemy force single-handedly with overwhelming firepower.

DATA
- Appears in: *MGS2*, *MGS4*
- Operational terrain: land, underwater
- Weapons: water jet cutter, arm machine guns, back missile pod, leg missile pods

Weapons Has an ultra-high pressure water jet cutter and missiles

Its distinguishing feature is its water jet cutter, which sucks in water, condenses it, then spits it out. It can also fire homing missiles from pods on its back and legs.

▲The water jet cutter is powerful enough to cut right through the tanker's hull.

Combat Its three weapons and stomping attacks ensure no prey escapes

The mass-production Metal Gear RAY attacks with its machine guns and legs at close range, and its water jet cutter and missiles from a distance.

▲The Marines manned prototype has two eyes. A difference between it and the unmanned mass-production model is the latter has only one.

REX and RAY battle it out in *MGS4*

In *MGS4*, Solid Snake returns to Shadow Moses Island as Old Snake. He climbs into Metal Gear REX, lying where he last saw it in the hangar, and battles Liquid Ocelot in Metal Gear RAY. This part of the game let the player get behind the controls of a Metal Gear for the first time.

Related Works Guide

The Document of Metal Gear Solid 2

Released in 2002

Making-of disc that takes you behind the scenes of *MGS2*'s development

A digital content title for *MGS2*, released approximately 10 months later as an interactive making-of disc that largely eschews gameplay. Features a wide range of materials not normally available, including the game plan written at the start of development, character and mecha design sheets, a look into the game's programming and staging, video of the team visiting locations for research, and much more.

Categories and Content	
CHARACTERS	View character model 3D data and design sheets
MECHANICS	View Metal Gear and other machines' 3D data and design sheets
BACKGROUND	View stage model 3D data and design sheets
POLYGON DEMOS	Play all cutscenes (camera can be moved)
PROGRAM	A breakdown of programming techniques
SOUND	Play game music
GAME PLAN	Read the "Grand Game Plan," created at the start of development
SCRIPT	Read the final draft of the script
STAFF	View an organizational chart and lead staff profiles
CHRONICLE	View a timeline of development
SPECIAL FOOTAGE	Watch commercials and research footage
ITEMS	View merchandise and other photos

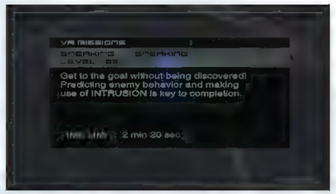
◀Test 3D models are also included.

◀The camera can be moved when viewing stages.

▲Changes that occurred over the course of development can also be discovered. For instance, Vamp was originally a woman.

VR Training — Take on missions in a VR environment

Five VR Training stages were included ahead of the release of *Metal Gear Solid 2: Substance*, which contained the full VR Training mode. This is the only mode in which the player controls a character.


VR MISSIONS
Get to the goal without being discovered!
Predicting enemy behavior and making
use of INTRUSION is key to completion.

◀Stealth and weapons training missions are available.

Metal Gear Solid 2: Substance

Released in 2002

The "complete edition" of MGS2, packed with fresh content

An expanded edition of *MGS2*. In addition to the main game, its new features include VR Missions, Alternative Missions, Snake Tales, and the inclusion of a new highest difficulty, European Extreme, available after completing the game once.

▶A big change to the main game was the inclusion of English voice acting instead of Japanese (Japanese version only).

VR and Alternative Missions

Experience over 500 missions between the two

This version includes VR Missions, which offer stealth and weapons training in a virtual space, and Alternative Missions, or missions with more practical scenarios. Completing missions unlocks new characters.

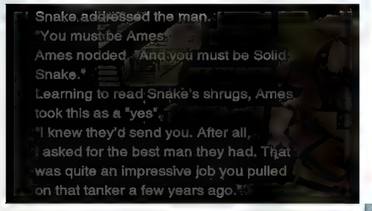
VR MISSIONS
Destroy all targets and head to the goal!
The center of the targets gives you more
points. Use the look-on wisely.

▲There are many technical missions as well.

Snake Tales

Five original stories starring Snake

Dive into five "what if" stories set in the world of *MGS2*, starring Solid Snake.


Snake addressed the man.
"You must be Ames."
Ames nodded. "And you must be Solid
Snake."
Learning to read Snake's shrugs, Ames
took this as a "yes".
"I knew they'd send you. After all,
I asked for the best man they had. That
was quite an impressive job you pulled
on that tanker a few years ago."

◀The environments are all taken from *MGS2*, but the stories are entirely original.

▲"External Gazer" is a humorous mission involving the investigation of the giant soldier Gurlugon.

*All copyright information displayed on the game screen is from the original time of release and differs from current copyright information.

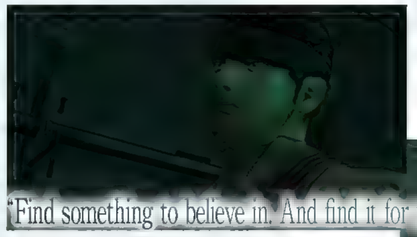
MGS2 Character Quotes and Profiles

In addition to protagonists Snake and Raiden, Solidus, Ocelot, Olga, and the rest of the cast put their characters on display as they battle one another. In this section, we'll look back on some of *MGS2*'s more famous lines and scenes for each character.

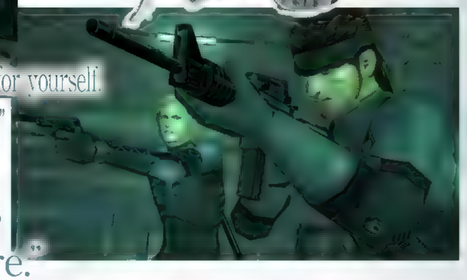
SNAKE

"Kept you waiting, huh?"

Many of Snake's lines involve him using his combat experience to try to guide the rookie Raiden. Witnessing Snake in action has an enormous influence on him.



"Listen, don't obsess over words so much. Find the meaning behind the words, then decide."



"Find something to believe in. And find it for yourself. And when you do, pass it on to the future."

"No one quite knows who or what they are."

A tense exchange with Olga

◀In the Tanker Chapter, Olga waits for a chance to get the drop on Snake as he approaches her with his gun drawn. A tense exchange ensues, with neither one taking their eyes off the other.

"Building the future and keeping the past alive are one and the same thing."

RAIDEN

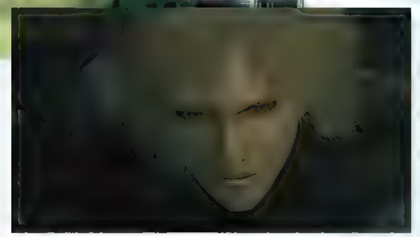
The protagonist of the Plant Chapter. Though he has no actual mission experience, he quickly comes into his own over the course of the incident.

"I've completed three hundred missions in VR. I feel like some kind of legendary mercenary..."

Strapped to a torture device naked

▶Raiden is temporarily captured by Solidus and Ocelot as part of Snake and Olga's plan. This moment is intentionally reminiscent of Snake's torture scene in *MGS*.

"I'm not sure. Sometimes it's hard to tell the difference between reality and a game..."



"About the environment, our ideas, our culture... poetry... compassion... sorrow... joy... We'll tell them everything... together."

In search of the Patriots, Raiden confronts Solidus head-on

◀The duel between Raiden and Solidus at the climax of the Plant Chapter. With one final strike of his blade, Raiden brings the life-or-death battle to its conclusion.

SOLIDUS

Solidus attacks the Big Shell to bring an end to the Patriots' control, but is ultimately thwarted by Raiden and Snake.

"Life is nothing but a grace period -- for turning the best of our genetic material into the next generation."

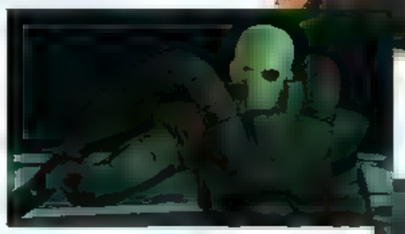
Loses and eye, bringing him even closer to Big Boss in appearance

◀Solidus gets in a Harrier 2 and comes at Raiden, but loses his left eye (Big Boss lost his right). He returns wearing an eyepatch.

Defeats the mass-production RAYs with astonishing combat skill

"Vamp -- go!"

▶Solidus's powered suit is a state-of-the-art exoskeleton employing artificial muscles. This is what lets him perform his incredible feats



"No more games, Jack. At least you know."

"And we will become the 'Sons of Liberty'!"

OLGA

In the Tanker Chapter, Olga works with her father to steal Metal Gear RAY, but they come up short. In the Plant Chapter, she assists Raiden as the Ninja, under orders from the Patriots.

"But no one gets lucky twice, either!"
"Live -- you have to --"

▲The heated battle with Snake in the Tanker Chapter

OCELOT

Steals Metal Gear RAY as an agent of the Patriots, then works to advance the S3 Plan. Betrays the Patriots, his mind and body seemingly taken over by Liquid, then disappears into the ocean.

"Looks like you were long overdue for retirement."
"Also called Revolver -- Ocelot."

▲Ocelot reveals a number of shocking truths at the end of the Plant Chapter

LIQUID OCELOT

Several times in *MGS2* it appears as though Liquid has taken over Ocelot. The reality is revealed in *MGS4*.

"It's been a while, brother!"
"There's room for only one Snake, and one Big Boss!"

▲Appears at the climaxes of the Tanker and Plant Chapters, confronting Snake

NINJA

The Ninja's words resemble those of the Cyborg Ninja from the Shadow Moses Incident, but in fact, this is merely one part of the Patriots' efforts to recreate those events.

"I'm like you... I have no name."
"Neither enemy nor friend."
"Let's just say I'm one of your fans."

▲The Ninja's words and behavior both bear striking resemblances to the Cyborg Ninja

COLONEL

Supports Raiden over the Codec, but it is later revealed that he is an AI illusion, responding to situations quickly and as needed, indistinguishable from a flesh and blood human.

"Raiden, turn the game console off right now!"
"Mind the gap."
"I thought you'd approve."

▲At the end of the Plant Chapter, his orders and behavior become erratic after the AI goes haywire.

ROSE

Rose is real up until the end of the Plant Chapter, when she is replaced by an AI. Offers Raiden psychological support as his girlfriend, their relationship changing as the story progresses.

"Jack, do you remember the day we met?"
"No -- you never let me in past a certain point. And I need to know what's there."

▲It is revealed she got close to Raiden as part of her work for the Patriots.

EMMA

When Emma was little, she adored her stepbrother, Otacon, but her stepfather Huey's death tore the family apart. On the surface, she appears to bitterly resent Otacon for running away from home after his father's death—however ..

"Oooh, I'm much more than cute."
"I never wanted to get in your way"
"I never wanted to hurt you."

▲Emma encounters Johnny Sasaki behind an oil fence structure.

OTACON
(HAL EMMERICH)

Snake's partner to the bitter end, offering him whatever support he can. In the Plant Chapter, Otacon must contend with his stepsister Emma's presence on the Shell as his troubled past comes to light, including the truth behind his father Huey's death and his relationship with his stepmother, Julie.

"You can't wait to be loved.
You have to go out and find it."
"I don't think Emma's made any mistakes."

▲After Emma's death, Otacon is determined to live differently.

FORTUNE

Ocelot reveals to Fortune that her "luck" was merely the product of an electromagnetic device planted on her, she is able to produce a true miracle when she diverts a volley of homing missiles.

"You've seen the fires of hell, haven't you?"
"My name is Fortune, lucky in war and nothing else..."
"And without a death to call my own. Hurry, kill me please."

▲With it being a prototype there is always the risk of spontaneous discharge, but Fortune had full command of it until the very end.

VAMP

Vamp possesses superhuman physical abilities, visual acuity, reflexes, and regenerative abilities—for instance, he can run on water, and comes back to life shortly after taking a bullet to the forehead.

"Hmmm? Strange smell... You smell like -- !"
"I died once already. I can't die twice."
"Unfortunately, he had no vacancies."

▲His perception of human muscle movement enables him to know the trajectory a bullet will take and dodge it.

FATMAN

Bomb fanatic who even managed to assemble an atomic bomb when he was only 10. While still technically a member of Dead Cell, he was hired by the Patriots to test Raiden's ability.

"You're right on time, I see. I like a punctual man."
"How dare you! I'm an artist!"
"Laugh and grow fat!"

▲A thrilling battle unfolds, which demands shooting at Fatman while defusing bombs.

SCOTT DOLPH

A passionate orator who loves repeating himself and loves throwing in an ad-lib or two. A devoted father as well, he also speaks of his desire never to have his daughter experience the horror of nuclear war.

"The 'La-li-lu-le-lo'!"
"Intruder to the left! Intruder to the right!"
"I seem to be repeating myself."

▲Dolph speaks enthusiastically about Metal Gear RAY's capabilities in a speech at the end of the Tanker Chapter.

Hidden Elements

Here are 65 tidbits of information, from gameplay tips, Easter eggs, completions bonuses, and more!

Both Chapters

Title Screen

01 New backgrounds

After completing the Plant Chapter, Raiden's face will appear instead. Every time you watch the opening movie, the screen will switch between Raiden and Snake's faces. After completing both the Tanker and Plant Chapters, Metal Gear will be added as well.

In-Game

02 Screen damage

If you are shot and killed by an enemy while in First Person View, a "cracked lens" effect will appear.

Tips & Easter Eggs

03 Knocking out an enemy

Continually press the Punch Button, timing it carefully so you only hit an enemy with punches, and you can knock out an enemy without sending them flying. You can also knock out an enemy quicker by punching them in the groin in First Person.

04 Dazing an enemy

Shoot a white "!" or "?" that appears above an enemy's head to daze him temporarily. This does not work on a red "!".

05 Holding up an enemy

It is possible to hold up an enemy even if your gun is out of ammo. However, if you press the weapon button, they will hear the click and retaliate. When this happens, the enemy's eyes flash.

06 Destroying radios

You can destroy the radios enemies carry on their person by shooting them with a gun that uses live ammo, like the USP. This prevents the enemy from calling for backup even if they spot you.

07 Obtaining Magazines

Fire all the rounds in a weapon's magazine to obtain a Magazine item. Equip and throw these to distract an enemy with the noise they make.

08 Hanging Grip Level

If you increase your Grip Level to 2 or 3 by doing pull-ups, you will be praised by Otacon in the Tanker Chapter and the Colonel in the Plant Chapter, respectively. If you then do another 100 pull-ups, however, they will begin to question your sanity.

09 Checking if an enemy has a dog tag after knocking them out

When you hold up an enemy, you can tell if they have a dog tag because their chest area will sparkle, but if you put them to sleep or knock them out, this sparkle disappears. The Thermal Goggles come in handy at a time like this. You can equip these and look at an enemy's chest to see if they have a dog tag even after knocking them out.

Tanker Chapter

Tips & Easter Eggs

10 Mei Ling cuts in

If you continue to call Otacon to save and listen to all of his "proverbs," Mei Ling cuts in on call 13. She appears in voice only, but the back and forth between her and Otacon is almost like a comedy skit. Also, the proverbs Otacon shares change depending on where you are.

11 Throwing enemies overboard

Just like the Gurlukovich forces in the opening cutscene, Snake can also throw neutralized soldiers off the deck. This act will even be captured by the airborne Cypher in the vicinity, and will appear on-screen in the Plant Chapter when Raiden links up with Snake and Otacon via Codec after meeting with the president.

12 Reminiscing with Otacon

Enter any locker and call Otacon to hear him and Snake talk about the time they first met in *MGS*.

13 Knocking on a poster

Open a locker with a pin-up poster inside the door, equip a weapon, press against the door, and knock on it. Snake's hand will hit the model's chest area and there will be a "boing" sound. However, if you try this without a weapon, Snake's hand will hit the model's lower body, triggering an instant Alert mode.

14 End a clearing

If a locker with a pin-up poster inside the door is open during a clearing, enemies will be distracted by it and will end the clearing without searching elsewhere.

15 Fly rations

At the bottom of the stairs of the Crew Lounge - Port Side, there is a napping enemy with flies buzzing around him. If you take him out and rub up against him, or hold him up and steal his rations, the flies will buzz around Snake instead.

16 Vulcan Raven 2

If you call Otacon right after seeing Raven's shadow in the Engine Room - Starboard Side, they will talk about Raven and Shadow Moses Island.

17 Shooting the Raven figure

If you shoot the figure, it will fire BBs endlessly at a rhythm of 3/3/7.

18 Poster explosion

In the Engine Room, there is a poster on the 1F starboard side wall and another high up on the wall on the south side of the room. You can shoot these to trigger an explosion and an Alert mode.

19 Frying pan orchestra

Shoot or strike the frying pans hanging in the kitchen on the Deck-D - Crew Quarters. Each pan makes a different sound.

20 A change in Snake's dialogue

(Japanese version only) In the first demo for *MGS2*, which was packed in with *Z.O.E*[1], the dialogue in the cutscene before the Olga battle is different. In the demo, Snake says "Toss the gun! Into the ocean!" In the release version, he says "Toss the gun! Into the river!"

21 Unimpressed with Snake's joking attitude

During the battle with Olga, if you do things like hang off the left side of the stage or take a photo of Olga, she'll say "What do you think I am? Stupid?"

22 Otacon's reprimand

After defeating Olga, if you crouch or crawl around her body and call Otacon, there will be a conversation about her sleeping face. If you shoot the sleeping Olga, Otacon will say "How could you shoot someone who's unconscious! What are you, some kind of a monster!?"

23 A glimpse into the life of two soldiers

Make your way up the port side of Deck-2 while in Normal mode until you come to the third little space on the right. Press yourself against the wall with the pipe next to it, then peek out. The pipe will fall over. Stop peeking and remain pressed against the wall. The guards who come to investigate won't detect you, and you will get to witness a special encounter between the two of them.

24 Human dominoes

[1] *Zone of the Enders* is a 3D robot action game released in 2001

In each of the holds, if you sneak up behind a Marine listening to the speech and kick him, he will knock over the man next to him, causing a chain reaction of Marines falling over. While this normally results in a game over, you can avoid this if you equip the Stealth Camo.

25 Ocelot waiting in the wings

If you enter Hold No. 3 from the Hold No. 2 underground duct, after you climb the ladder (right side of Metal Gear RAY) and step onto the terrace, look at the bottom of RAY—you will see Ocelot before he appears in the upcoming cutscene. Note that if you have a weapon equipped he won't appear, and if you look away he will be gone when you look back.

26 Play with the projectors

You can change what the projectors in Hold No. 2 show by pressing their switches. Do this seven times, however, and the Marines will spot you.

27 Ghost photo

In Hold No. 2, if you stand by the projectors and take a photo of the right-hand screen using the starting equipment Camera, you will take a ghost photo. The ghost will not appear if you use the Digital Camera given to you on subsequent playthroughs.

28 Otacon photo reactions

In Hold No. 3, you have to take photos of Metal Gear RAY and send them using a terminal. If you have used the Camera to take photos of certain subjects around the ship by this point, Otacon will react to them. The subjects he will react to are listed below. Note that the Camera only stores five photos, so hearing all his reactions requires playing the game multiple times.

01: Colonel Gurlukovich's face from the start of the game
02: Deck-A – Crew's Quarters two locker posters
03: Deck-A – Crew's Lounge poster
04: Olga during the battle
05: Olga's sleeping face
06: Olga's lower body
07: Engine Room – Starboard Side locker muscle poster
08: Engine Room, poster that enemy is looking at through binoculars from 2nd floor
09: Engine Room – Port Side poster hidden beneath door
10: Engine Room, posters on port side lockers (both visible in one photo)
11: Hold No. 1, Marine in boxer shorts (photographed from under the floor)
12: Hold No. 2, ghost photo
13: Hold No. 3, Commandant Scott Dolph giving his speech
14: Hold No. 3, Ocelot waiting by Metal Gear RAY

Plant Chapter

Tips & Easter Eggs

29 Special uses for the Coolant Spray

Spray on the face of an enemy who is knocked out or sleeping to quickly wake them up. It can also be used to chase away sea lice.

30 Crouch to avoid detection

If an enemy has spotted you and you have fled into a toilet stall, you will be spotted if you stay standing during the clearing. However, if you duck, the enemy will not spot you if they peek into the stall.

31 Use Cardboard Boxes on flames

If you are on fire, equip a Cardboard Box to quickly put the flames out.

32 Use Cardboard Boxes to get around

In the Plant Chapter, if you get on the conveyor belt in the Strut E Parcel Room and equip a cardboard box, you will be sent to the area the box is intended for. This lets you take shortcuts to different parts of the Big Shell. Here is a list of where to find each box and where it takes you.

•Box 1 (found in Strut A – Pump Room) → Strut C – Dining Hall
•Box 2 (found in Strut F – Warehouse B1) → Strut C – Transformer Room
•Box 3 (found in Strut E – Heliport) → Strut A – Pump Room
•Box 4 (found in Shell 1 Core – B2 Computer Room) → Strut F – Warehouse
•Box 5 (found in Strut E – Parcel Room 1F/B1) → Strut E – Parcel Room B1

33 Node message

If the date you are playing matches your birthday (which you input into the node), when you access a node you will receive a birthday greeting.

34 All about sea lice

① If you call the Colonel while sea lice are attached to a Ration, he will reveal the startling truth about them.
② If you attack sea lice with an explosive weapon in First Person View, their remains will splatter onto the screen.

35 All about seagulls

① If you look up in First Person View at seagulls flying overhead, droppings will land on the screen every so often.
② Shoot a seagull with a tranquilizer gun (the M9 or PSG1-T) and, just like with enemies, it will fall asleep, complete with "ZZZ" above its head. Shoot it often enough, however, and the seagull will wake up and attack.
③ If you attack seagulls, the Colonel and Rose will call to reprimand you.
④ If you run on an area caked with seagull droppings you will slip and fall.

36 Calls with certain equipment

If you equip certain items, like a Ration, Book, Cardboard Box, or Cigarettes, and call Pliskin, he will talk about them. In the case of a Ration, Raiden will reveal painful memories about Rose's cooking.

37 How to tell which floors will collapse

If you look in First Person View at the CD or EF Connecting Bridges from below, you will see that the collapsible floors have white marks on each corner of them.

38 Mysterious Moai statues

Seven mysterious Moai statues can be found around the Big Shell. Their locations are listed below.

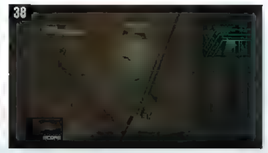
01: Strut D – Sediment Pool. North side of the steel frame supporting the device in the middle (look in First Person View).
02: Level 5 room in the Strut E Parcel Room B1. Located in the space between the boxes and the wall in the back.
03: Shell 1 Core – B2 Computer Room. Beneath a desk in the south part of the room (look in First Person View).
04: Strut L – Perimeter. In the area with enemies looking out the window, face the structure and look into the far-left section.
05: Shell 2 Core 1F. At a dead end inside a duct.
06: Shell 2 Core B1. Among rubble inside a submerged passageway.
07: Shell 2 Core B1. In a locker inside the room where Emma is being held (Extreme difficulty only).

39 Pliskin's reactions

After meeting Pliskin in the Strut B Transformer Room, if you point a gun at him he will point his back at you, saying things like "Think you can shoot that thing?" If you shoot him, he will shoot you back. Also, if you call him on the Codec (frequency 141.80) a few times while he is sitting there sleeping, you will hear him talk in his sleep.

40 Refreshed Snake

If you are playing on Hard difficulty or higher, you can obtain a Shaver in the Strut A Deep Sea Dock. When you meet Pliskin, Raiden will



give it to him in return for the SOCOM. If you trigger this event, when you meet Snake in Arsenal Gear's ascending colon his facial hair will be gone[1].

41 Equipping a Book in the men's bathroom

If you go into a stall in the Strut C men's bathroom, equip a Book, and call the Colonel, he and Rose will give you a talking to.

42 The women's bathroom

Before meeting Stillman in the Strut C Dining Hall, enter a stall in the women's bathroom and call the Colonel to get a special reaction. If you call Rose, she will get mad and the save options will change to "I Won't Make You Save" or "Do Not Save." If you enter a stall after meeting Stillman and call Pliskin, he will have a similar reaction. Also, if you are spotted by the enemy and enter a stall, the enemy doing the clearing will knock.

43 A Cardboard Box with legs

After receiving instruction from Stillman in the Strut C Dining Hall on how to defuse the bombs, go straight to the CD Connecting Bridge to see someone (Pliskin?) moving around under a cardboard box. Incidentally, he appears to have multiple boxes equipped—no matter how much you attack him there is still a box covering him, and he leaves behind pieces of cardboard everywhere behind him.

44 Jennifer

In the Shell 1 Core B1 Hall, there is a female hostage called Jennifer. Crawl under the table in front of her and look toward her. Then, take out the Directional Microphone, point it at her, and press the Action Button. After this, knock her out with a tranquilizer gun, then take a photo of her. If you call the Colonel while still in First Person View, a special conversation with him and Rose will play out.

45 Sensor A reacts to other smells too

In the Hall, Sensor A reacts to the toilet in the top-left corner of the area, showing red. When you are listening in on Solidus and Ocelot's conversation with the Directional Microphone, point it to the left and you will hear Johnny Sasaki talking to himself in the toilet.

46 Hostage chaos

In the Hall, if you continue to hit hostages the Colonel will get mad. Also, if you hit a hostage, they will trip you when you walk near them, causing you to drop your B.D.U. disguise.

47 Emma's parrot

If you try to shoot the parrot in the Shell 1 Core B2 Computer Room, your shots will veer off, and every grenade will be a dud. If it is attacked it will say "Enemy sighted! Requesting backup!" If you point the Directional Microphone at it and say "You must be Ames" multiple times, it will learn those words.

48 The urinating soldier

If you advance down the Strut L Perimeter without being spotted, a guard on the roof will take a leak. If you look up at him and fire a Stinger or RGB-6 round, you can shoot him off the roof mid-pee. Also, if you call the Colonel while urine is landing on you, he will offer you his sympathies, meanwhile Rose will tell you not to worry about it, though she does insist you take a shower the second you get home.

49 Fun with floating cans

In the Shell 2 Core B1 Filtration Chamber No. 1, you can shoot empty cans and other objects floating on the water and they will go flying. Also, you can find a Vulcan Raven figure and a rubber duck in flooded areas of the core.

50 Take out the lights

During the Vamp battle, you can destroy the lights in the room with a gun or another weapon. Doing so will prevent Raiden from having a shadow, meaning Vamp won't be able to do his "shadow bind" move.

51 Post-Vamp battle

In the Shell 2 Core B1 Filtration Chamber No. 2, after defeating Vamp, call Snake three times and Raiden will say to Otacon (about Snake) "That lying, useless, backstabbing, mincing son of a --" Also, if you enter the water from the door in the back and look up through the window at Emma from the first air pocket, Rose and the Colonel will scold you.

52 While escorting Emma

If you call Snake after hitting Emma or knocking her down and lying on top of her, Otacon will be enraged.

53 Emma and Snake's murmurings

While Emma is crossing the oil fence at the bottom of Strut L, if you point the Directional Microphone at the column after she moves behind it you can hear her talking to herself. If you do so after she moves behind the second column, you can even hear her talking to Johnny Sasaki. You can also point the mic at Snake after he gets into sniping position to hear him talk to himself about Emma.

54 You can...almost see it

In Arsenal Gear's stomach, after Olga frees you from the torture device, if you press back up against it a conveniently placed straw will cover Raiden's nether region. Also, when climbing in and out of a locker, you can almost see it, but not quite.

55 Cut a Tengu soldier clearing short

If you are spotted by a Tengu in Arsenal's jejunum, return to its stomach and press against the torture device. A Tengu will say "Wish I had that..." when he comes in to do the clearing, then walk off defeated. This will end the clearing.

56 Strange stage names

If you go back and forth between Arsenal's stomach and jejunum several times, the stage names that appear on-screen will change to places that are...out of place, including Aoyama Ni-Chome, Funabashi City, and New York 52nd Street.

57 "Mei Ling" returns

If you proceed down Arsenal's jejunum without being spotted, mandatory Codec calls from the Colonel will come in. After the second call, if you call the Colonel four times he will start to share a Chinese proverb, at which point Mei Ling will appear in the middle window.

58 Deep down he likes it

After defeating all of the Tengu soldiers from Arsenal's ileum to sigmoid colon, if you place a Book in front of Snake he will say things like "Moron!" and "Damn kid!", but if you look closely, you will see him glancing down at it.

59 The name on the dog tags

The name on the dog tags Raiden throws away in the ending is the name the player input into the node at the Strut A Deep Sea Dock at the start of the chapter.

60 Poster locations

There is a total of 25 posters in the Tanker and Plant Chapters.

【Tanker Chapter】

01: Deck-A – Crew's Quarters. Back locker on left side of locker room

02: Deck-A – Crew's Quarters. Front locker on right side of locker room

03: Deck-A – Crew's Quarters – Crew's Lounge. Wall opposite bar counter.

04: Engine Room – Starboard Side. Door of rightmost open locker.

05: Engine Room. Middle of south wall (where enemy is looking through binoculars).

06: Engine Room. From back of starboard side 1F, look toward port side wall.

07: Engine Room – Port Side. Closed locker door.

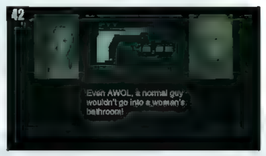
08: Engine Room – Port Side. Open locker door in the back.

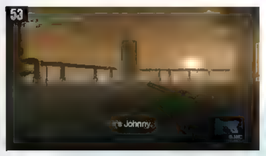
【Plant Chapter】

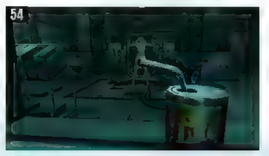
01: Strut A – Pump Room. Locker door.

02: Strut B – Transformer Room. Locker door.

03: Strut B – Transformer Room. Inside of transformer panel in central passageway.







[1] This event doesn't occur in the HD Collection.

04: Strut C – Dining Room. Men's bathroom stall door.
05: Strut C – Dining Room. Left wall.
06: Strut C – Dining Room. Next to node.
07: Shell 1 Core 1F. Warehouse locker door.
08: Shell 1 Core 1F. Warehouse locker door.
09: Shell 1 Core 1F. Warehouse locker door.
10: Shell 1 Core B1. Far wall of lounge.
11: Shell 1 Core B1. Lounge locker door.
12: Shell 1 Core – B2 Computer Room. Left passageway locker door.
13: Shell 1 Core – B2 Computer Room. Right-side monitor in central area.
14: Shell 1 Core – B2 Computer Room. Left-side monitor in central area.
15: Shell 2 Core – B1 Filtration Chamber No. 1 (submerged passageway)
16: Shell 2 Core – B1 Filtration Chamber No. 1 (submerged passageway)
17: Shell 2 Core – B1 Filtration Chamber No. 1 (submerged passageway)

Post-Completion

61 Code name requirements

There are many code names, but we will mention the top code names and one special one. "Playtime" refers to total playtime across both the Tanker and Plant Chapters. Also, the use of any special items (see **62**), such as the Infinity Bandana, will disqualify you from obtaining these code names.

•Big Boss: Extreme difficulty, radar off, 3 or fewer Alert modes, no kills, no rations used, under 3 hours playtime, no continues, under 8 saves, under 700 shots fired.

•Fox: On Extreme difficulty, 3 or fewer Alert modes, no kills, no rations used, under 3 hours playtime, no continues, under 16 saves. On Hard difficulty, 3 or fewer Alert modes, no kills, no rations used, under 3 hours playtime, no continues, under 8 saves.

•Sea Louce: Complete the game with a sea louse attached to your rations.

62 Special items

You can obtain special equipment by obtaining dog tags across all difficulties.

【Tanker Chapter】

Item Name	Ability	Dog Tag Amount (%)
Infinity Bandana	Ammo doesn't decrease while worn	46 dog tags (30%)
Stealth Camo	Undetectable by enemies and surveillance cameras while using	76 dog tags (50%)

【Plant Chapter】

Item Name	Ability	Dog Tag Amount (%)
Infinity Wig	Ammo doesn't decrease while worn	73 dog tags (30%)
Stealth Camo	Undetectable by enemies and surveillance cameras while using	121 dog tags (50%)
Wig A	Oxygen Gauge doesn't decrease while worn	218 dog tags (90%)
Wig B	Grip Gauge doesn't decrease while worn	170 dog tags (70%)

Bonuses After First Completion

63 The Digital Camera

This camera lets you take as many photos as you like. Appears as starting equipment for both chapters in second and subsequent playthroughs.

64 Marines in boxers

If you enter Hold No. 1 after completing the Tanker Chapter once, a Marine (second row from the front, third from the right) will be in boxer shorts. Enter Hold No. 3 and all Marines will be in their boxers.

65 Men with sunglasses

On every odd-numbered play after your first completion, Snake and Raiden will be wearing sunglasses.

62

64

65

Bonus Section

Complete Dog Tag Guide

Dog tags can be obtained by holding up enemies and threatening them. What follows is a dog tag database for all difficulties of the Tanker and Plant Chapters.

DOG TAG GUIDE DATA Tanker Chapter

VERY EASY Tanker Chapter

☑	No.	Area Name	Details
☐	0	Navigational Deck, Wing	Obtainable by picking up and dropping Olga after defeating her.
☐	1	Aft Deck	
☐	2	Aft Deck	
☐	3	Aft Deck	
☐	4	Aft Deck	
☐	5	Deck-A, Crew's Quarters	Stubborn soldier.
☐	6	Deck-B, Crew's Quarters	Stubborn soldier.
☐	7	Deck-A, Crew's Lounge	
☐	8	Deck-A, Crew's Lounge	
☐	9	Deck-A, Crew's Lounge	
☐	10	Deck-D, Crew's Quarters	
☐	11	Deck-D, Crew's Quarters	Stubborn soldier. Appears after entering pantry.
☐	12	Deck 2, Port	
☐	13	Deck 2, Port	
☐	14	Deck 2, Port	
☐	15	Engine Room	
☐	16	Engine Room	
☐	17	Engine Room	
☐	18	Engine Room	Only appears directly after Raven event.
☐	19	Engine Room	Only appears directly after door repair event.
☐	20	Hold No. 1	Hang from 2F right-side and move to the back.
☐	21	Hold No. 1	Marine standing to the left of the projector.
☐	22	Hold No. 3	Use hanging in Hold No. 1 to reach the passageway at the back of 2F.
☐	23	Hold No. 3	Marine napping in the back-right.

Note: "Stubborn soldiers" are strong-willed enemies who refuse to drop an item in a regular hold-up. You must hit them with a live round to coerce them instead.

EASY Tanker Chapter

☑	No.	Area Name	Details
☐	0	Navigational Deck, Wing	Obtainable by picking up and dropping Olga after defeating her.
☐	1	Aft Deck	
☐	2	Aft Deck	
☐	3	Aft Deck	
☐	4	Navigational Deck, Wing	Appears on opposite side of deck after Olga battle.
☐	5	Deck-A, Crew's Quarters	
☐	6	Deck-B, Crew's Quarters	Stubborn soldier.
☐	7	Deck-A, Crew's Lounge	Stubborn soldier.
☐	8	Deck-A, Crew's Lounge	
☐	9	Deck-A, Crew's Lounge	
☐	10	Deck-D, Crew's Quarters	
☐	11	Deck-D, Crew's Quarters	Appears after entering pantry.
☐	12	Deck 2, Port	
☐	13	Deck 2, Port	
☐	14	Deck 2, Port	
☐	15	Engine Room	
☐	16	Engine Room	
☐	17	Engine Room	
☐	18	Engine Room	
☐	19	Engine Room	
☐	20	Engine Room	
☐	21	Hold No. 1	Hang from 2F right-side and move to the back.
☐	22	Hold No. 1	Marine in boxers.
☐	23	Hold No. 3	Use hanging in Hold No. 1 to reach the passageway at the back of 2F.
☐	24	Hold No. 3	Marine napping in the back-right.
☐	25	Hold No. 3	Marine in the front row, fourth from the left.

NORMAL Tanker Chapter

☑	NO.	Area Name	Details
☐	0	Navigational Deck, Wing	Obtainable by picking up and dropping Olga after defeating her.
☐	1	Aft Deck	
☐	2	Aft Deck	
☐	3	Aft Deck	
☐	4	Navigational Deck, Wing	Appears on opposite side of deck after Olga battle.
☐	5	Deck-C, Crew's Quarters	
☐	6	Deck-A, Crew's Quarters	Stubborn soldier.
☐	7	Deck-B, Crew's Quarters	
☐	8	Deck-B, Crew's Quarters	
☐	9	Deck-A, Crew's Lounge	
☐	10	Deck-A, Crew's Lounge	Stubborn soldier.
☐	11	Deck-A, Crew's Lounge	
☐	12	Deck-D, Crew's Quarters	
☐	13	Deck-D, Crew's Quarters	Stubborn soldier.
☐	14	Deck-D, Crew's Quarters	Stubborn soldier. Appears after entering pantry.
☐	15	Deck 2, Port	
☐	16	Deck 2, Port	
☐	17	Deck 2, Port	
☐	18	Engine Room	
☐	19	Engine Room	
☐	20	Engine Room	Stubborn soldier.
☐	21	Engine Room	
☐	22	Engine Room	
☐	23	Engine Room	
☐	24	Engine Room	
☐	25	Hold No. 1	Hang from 2F right-side and move to the back.
☐	26	Hold No. 1	Marine to the left of the projector.
☐	27	Hold No. 1	Marine near bottom-left pillar.
☐	28	Hold No. 2	Marine near top-left pillar.
☐	29	Hold No. 2	Marine to the right of the projectors.
☐	30	Hold No. 3	Use hanging in Hold No. 1 to reach the passageway at the back of 2F.
☐	31	Hold No. 3	Marine napping in the back-right.
☐	32	Hold No. 3	Marine near top-left pillar.

HARD Tanker Chapter

☑	NO.	Area Name	Details
☐	0	Navigational Deck, Wing	Obtainable by picking up and dropping Olga after defeating her.
☐	1	Aft Deck	
☐	2	Aft Deck	
☐	3	Aft Deck	
☐	4	Navigational Deck, Wing	
☐	5	Deck-C, Crew's Quarters	
☐	6	Deck-A, Crew's Quarters	
☐	7	Deck-B, Crew's Quarters	
☐	8	Deck-B, Crew's Quarters	
☐	9	Deck-A, Crew's Lounge	
☐	10	Deck-A, Crew's Lounge	
☐	11	Deck-A, Crew's Lounge	Stubborn soldier.
☐	12	Deck-D, Crew's Quarters	
☐	13	Deck-D, Crew's Quarters	
☐	14	Deck-D, Crew's Quarters	
☐	15	Deck-D, Crew's Quarters	Appears after entering pantry.
☐	16	Deck 2, Port	
☐	17	Deck 2, Port	
☐	18	Deck 2, Port	
☐	19	Engine Room	
☐	20	Engine Room	
☐	21	Engine Room	
☐	22	Engine Room	
☐	23	Engine Room	Stubborn soldier.
☐	24	Engine Room	Stubborn soldier.
☐	25	Engine Room	Stubborn soldier.
☐	26	Hold No. 1	Hang from 2F right-side and move to the back.
☐	27	Hold No. 1	Marine near bottom-left of the floor that makes sound.
☐	28	Hold No. 1	Marine near top-left pillar.
☐	29	Hold No. 2	Marine patrolling top-left area.
☐	30	Hold No. 2	Marine patrolling top-right area.
☐	31	Hold No. 3	Use hanging in Hold No. 1 to reach the passageway at the back of 2F.
☐	32	Hold No. 3	Marine napping in the back-right.
☐	33	Hold No. 3	Marine near left pillar.
☐	34	Hold No. 3	Marine on patrol.

EXTREME Tanker Chapter

☑	NO.	Area Name	Details
☐	0	Navigational Deck, Wing	Obtainable by picking up and dropping Olga after defeating her.
☐	1	Aft Deck	Stubborn soldier.
☐	2	Aft Deck	Stubborn soldier.
☐	3	Aft Deck	
☐	4	Navigational Deck, Wing	Stubborn soldier.
☐	5	Deck-C, Crew's Quarters	
☐	6	Deck-A, Crew's Quarters	
☐	7	Deck-B, Crew's Quarters	
☐	8	Deck-B, Crew's Quarters	
☐	9	Deck-A, Crew's Lounge	
☐	10	Deck-A, Crew's Lounge	
☐	11	Deck-A, Crew's Lounge	
☐	12	Deck-D, Crew's Quarters	
☐	13	Deck-D, Crew's Quarters	
☐	14	Deck-D, Crew's Quarters	Stubborn soldier.
☐	15	Deck-D, Crew's Quarters	Appears after entering pantry.
☐	16	Deck 2, Port	
☐	17	Deck 2, Port	
☐	18	Deck 2, Port	
☐	19	Engine Room	
☐	20	Engine Room	
☐	21	Engine Room	
☐	22	Engine Room	
☐	23	Engine Room	
☐	24	Engine Room	
☐	25	Engine Room	Stubborn soldier.
☐	26	Hold No. 1	Hang from 2F right-side and move to the back.
☐	27	Hold No. 1	Marine patrolling the back-left.
☐	28	Hold No. 1	Marine patrolling the back-right.
☐	29	Hold No. 1	Marine patrolling the back-left.
☐	30	Hold No. 3	Use hanging in Hold No. 1 to reach the passageway at the back of 2F.
☐	31	Hold No. 3	Marine patrolling the back-right.
☐	32	Hold No. 3	Marine patrolling the back-left.
☐	33	Hold No. 3	Marine near left pillar.

DOG TAG GUIDE DATA Plant Chapter

VERY EASY Plant Chapter

☐	NO.	Area Name	Details
☐	0	Arsenal Gear Ascending Colon	Pliskin's dog tag. Obtainable by knocking out Snake.
☐	1	Strut A, Deep Sea Dock	
☐	2	Strut A, Deep Sea Dock	
☐	3	Strut A, Roof	Appears after entering Pump Room for the first time and directly after Fortune battle.
☐	4	Strut A, Pump Room	
☐	5	Strut A, Pump Room	Stubborn soldier. Appears when defusing C4 at bottom of Strut A.
☐	6	AB Connecting Bridge	
☐	7	AB Connecting Bridge	
☐	8	Strut B, Transformer Room	Stubborn soldier.
☐	9	Strut B, Transformer Room	
☐	10	BC Connecting Bridge	Appears after defeating Fatman.
☐	11	Strut C, Dining Hall	Appears after leaving the area and coming back.
☐	12	Strut C, Dining Hall	Stubborn soldier. Appears after leaving the area and coming back.
☐	13	CD Connecting Bridge	
☐	14	CD Connecting Bridge	Appears after defeating Fatman.
☐	15	Strut D, Sediment Pool	
☐	16	Strut D, Sediment Pool	
☐	17	DE Connecting Bridge	
☐	18	DE Connecting Bridge	Stubborn soldier. Appears after defeating Fatman.
☐	19	Strut E, Parcel Room 1F	Disappears after the oil fence event.
☐	20	Strut E, Parcel Room B1	Stubborn soldier. Appears after the oil fence event.
☐	21	Strut E, Heliport	Does not appear between the Fortune battle and meeting the Ninja.
☐	22	Strut E, Heliport	Stubborn soldier. Does not appear between the Fortune battle and meeting the Ninja.
☐	23	Strut F Warehouse 1F	
☐	24	Strut F Warehouse 1F	Appears after meeting Stillman.
☐	25	FA Connecting Bridge	
☐	26	Shell 1 Core 1F	
☐	27	Shell 1 Core 1F	
☐	28	Shell 1 Core 1F	
☐	29	Shell 1 Core 1F	Stubborn soldier.
☐	30	Shell 1 Core 1F	
☐	31	Shell 1 Core 1F	Stubborn soldier.
☐	32	Shell 1 Core, B2 Computer Room	
☐	33	Shell 1 Core, B2 Computer Room	
☐	34	Shell 1 Core, B2 Computer Room	
☐	35	Shell 1 Core, B2 Computer Room	Stubborn soldier.
☐	36	KL Connecting Bridge	Appears while escorting Emma.
☐	37	Strut L, Sewage	
☐	38	Strut L, Sewage	
☐	39	Shell 2 Core, 1F Air Purification Room	Stubborn soldier.
☐	40	Shell 2 Core, 1F Air Purification Room	
☐	41	Shell 2 Core, 1F Air Purification Room	
☐	42	Strut E, Heliport	Obtainable by picking up and dropping Fatman after defeating him.

EASY Plant Chapter

☐	NO.	Area Name	Details
☐	0	Arsenal Gear Ascending Colon	Meryl's dog tag. Obtainable by knocking out Snake.
☐	1	Strut A, Deep Sea Dock	
☐	2	Strut A, Deep Sea Dock	
☐	3	Strut A, Roof	Appears after entering Pump Room for the first time and directly after Fortune battle.
☐	4	Strut A, Pump Room	
☐	5	Strut A, Pump Room	Appears when defusing C4 at bottom of Strut A.
☐	6	AB Connecting Bridge	
☐	7	AB Connecting Bridge	
☐	8	Strut B, Transformer Room	
☐	9	Strut B, Transformer Room	Stubborn soldier.
☐	10	BC Connecting Bridge	Appears after defeating Fatman.
☐	11	Strut C, Dining Hall	Appears after leaving the area and coming back.
☐	12	Strut C, Dining Hall	Appears after leaving the area and coming back.
☐	13	CD Connecting Bridge	
☐	14	CD Connecting Bridge	Appears after defeating Fatman.
☐	15	Strut D, Sediment Pool	Stubborn soldier.
☐	16	Strut D, Sediment Pool	Stubborn soldier.
☐	17	DE Connecting Bridge	
☐	18	DE Connecting Bridge	Appears after defeating Fatman.
☐	19	Strut E, Parcel Room 1F	Disappears after the oil fence event.
☐	20	Strut E, Parcel Room 1F	Appears after the oil fence event.
☐	21	Strut E, Heliport	Does not appear between the Fortune battle and meeting the Ninja.
☐	22	Strut E, Heliport	Does not appear between the Fortune battle and meeting the Ninja.
☐	23	Strut F Warehouse 1F	Stubborn soldier.
☐	24	Strut F Warehouse 1F	Stubborn soldier. Appears after meeting Stillman.
☐	25	Strut F Warehouse B1	Appears after meeting Stillman.
☐	26	FA Connecting Bridge	Stubborn soldier.
☐	27	Shell 1 Core 1F	
☐	28	Shell 1 Core 1F	
☐	29	Shell 1 Core 1F	
☐	30	Shell 1 Core B1	
☐	31	Shell 1 Core B1	
☐	32	Shell 1 Core B1	
☐	33	Shell 1 Core, B2 Computer Room	
☐	34	Shell 1 Core, B2 Computer Room	Stubborn soldier.
☐	35	Shell 1 Core, B2 Computer Room	
☐	36	Shell 1 Core, B2 Computer Room	Stubborn soldier.
☐	37	KL Connecting Bridge	Appears while escorting Emma.
☐	38	Strut L, Sewage	
☐	39	Strut L, Sewage	
☐	40	Shell 2 Core, 1F Air Purification Room	
☐	41	Shell 2 Core, 1F Air Purification Room	
☐	42	Shell 2 Core, 1F Air Purification Room	
☐	43	Strut E, Heliport	Obtainable by picking up and dropping Fatman after defeating him.

NORMAL Plant Chapter

☑	NO.	Area Name	Details
☐	0	Arsenal Gear Ascending Colon	Solid Snake's dog tag. Obtainable by knocking out Snake.
☐	1	Strut A, Roof	Stubborn soldier. Appears after entering Pump Room for the first time and directly after Fortune battle.
☐	2	Strut A, Pump Room	
☐	3	Strut A, Pump Room	Appears after meeting Stillman.
☐	4	AB Connecting Bridge	Stubborn soldier.
☐	5	AB Connecting Bridge	Stubborn soldier.
☐	6	Strut B, Transformer Room	
☐	7	Strut B, Transformer Room	
☐	8	BC Connecting Bridge	Appears after defeating Fatman.
☐	9	Strut C, Dining Hall	Appears after leaving the area and coming back.
☐	10	Strut C, Dining Hall	Appears after leaving the area and coming back.
☐	11	CD Connecting Bridge	
☐	12	CD Connecting Bridge	Appears after defeating Fatman.
☐	13	Strut D, Sediment Pool	
☐	14	Strut D, Sediment Pool	
☐	15	Strut D, Sediment Pool	
☐	16	DE Connecting Bridge	
☐	17	DE Connecting Bridge	Appears after defeating Fatman.
☐	18	Strut E, Parcel Room 1F	Stubborn soldier. Disappears after oil fence event.
☐	19	Strut E, Parcel Room 1F	Disappears after the oil fence event.
☐	20	Strut E, Parcel Room 1F	Appears after the oil fence event.
☐	21	Strut E, Heliport	Does not appear between the Fortune battle and meeting the Ninja.
☐	22	Strut E, Heliport	Does not appear between the Fortune battle and meeting the Ninja.
☐	23	Strut E, Heliport	Does not appear between the Fortune battle and meeting the Ninja.
☐	24	Strut F Warehouse 1F	
☐	25	Strut F Warehouse 1F	Appears after meeting Stillman.
☐	26	Strut F Warehouse B1	Stubborn soldier. Appears after meeting Stillman.
☐	27	FA Connecting Bridge	Stubborn soldier.
☐	28	Shell 1 Core 1F	
☐	29	Shell 1 Core 1F	
☐	30	Shell 1 Core 1F	Stubborn soldier.
☐	31	Shell 1 Core 1F	
☐	32	Shell 1 Core B1	Stubborn soldier.
☐	33	Shell 1 Core B1	
☐	34	Shell 1 Core B1	
☐	35	Shell 1 Core, B2 Computer Room	
☐	36	Shell 1 Core, B2 Computer Room	
☐	37	Shell 1 Core, B2 Computer Room	
☐	38	Shell 1 Core, B2 Computer Room	
☐	39	KL Connecting Bridge	Stubborn soldier. Appears while escorting Emma.
☐	40	Strut L, Sewage	Stubborn soldier.
☐	41	Strut L, Sewage	
☐	42	Shell 2 Core, 1F Air Purification Room	
☐	43	Shell 2 Core, 1F Air Purification Room	
☐	44	Shell 2 Core, 1F Air Purification Room	
☐	45	Shell 2 Core, 1F Air Purification Room	
☐	46	Shell 2 Core, 1F Air Purification Room	
☐	47	Shell 2 Core, 1F Air Purification Room	
☐	48	Strut E, Heliport	Obtainable by picking up and dropping Fatman after defeating him.

HARD Plant Chapter

☑	NO.	Area Name	Details
☐	0	Arsenal Gear Ascending Colon	Liquid Snake's dog tag. Obtainable by knocking out Snake.
☐	1	Strut A, Roof	Appears after entering Pump Room for the first time and directly after Fortune battle.
☐	2	Strut A, Pump Room	
☐	3	Strut A, Pump Room	Appears after meeting Stillman.
☐	4	AB Connecting Bridge	Stubborn soldier.
☐	5	AB Connecting Bridge	
☐	6	Strut B, Transformer Room	
☐	7	Strut B, Transformer Room	
☐	8	BC Connecting Bridge	Appears after defeating Fatman.
☐	9	Strut C, Dining Hall	Appears after leaving the area and coming back.
☐	10	Strut C, Dining Hall	Appears after leaving the area and coming back.
☐	11	CD Connecting Bridge	
☐	12	CD Connecting Bridge	Appears after defeating Fatman.
☐	13	Strut D, Sediment Pool	
☐	14	Strut D, Sediment Pool	
☐	15	Strut D, Sediment Pool	Stubborn soldier.
☐	16	Strut D, Sediment Pool	
☐	17	DE Connecting Bridge	Stubborn soldier.
☐	18	DE Connecting Bridge	Appears after defeating Fatman.
☐	19	Strut E, Parcel Room 1F	Disappears after the oil fence event.
☐	20	Strut E, Parcel Room 1F	Stubborn soldier. Disappears after the oil fence event.
☐	21	Strut E, Parcel Room 1F	Stubborn soldier. Disappears after the oil fence event.
☐	22	Strut E, Parcel Room 1F	Stubborn soldier. Appears after oil fence event.
☐	23	Strut E, Heliport	Stubborn soldier. Does not appear between the Fortune battle and meeting the Ninja.
☐	24	Strut E, Heliport	Does not appear between the Fortune battle and meeting the Ninja.
☐	25	Strut E, Heliport	Does not appear between the Fortune battle and meeting the Ninja.
☐	26	Strut F Warehouse 1F	Stubborn soldier.
☐	27	Strut F Warehouse 1F	Stubborn soldier.
☐	28	Strut F Warehouse B1	Stubborn soldier.
☐	29	Strut F Warehouse B1	Appears after meeting Stillman.
☐	30	FA Connecting Bridge	Stubborn soldier.
☐	31	Shell 1 Core 1F	
☐	32	Shell 1 Core 1F	
☐	33	Shell 1 Core 1F	
☐	34	Shell 1 Core 1F	
☐	35	Shell 1 Core B1	
☐	36	Shell 1 Core B1	Stubborn soldier.
☐	37	Shell 1 Core B1	
☐	38	Shell 1 Core, B2 Computer Room	
☐	39	Shell 1 Core, B2 Computer Room	
☐	40	Shell 1 Core, B2 Computer Room	
☐	41	Shell 1 Core, B2 Computer Room	Stubborn soldier.
☐	42	KL Connecting Bridge	Appears while escorting Emma.
☐	43	Strut L, Sewage	
☐	44	Strut L, Sewage	
☐	45	Shell 2 Core, 1F Air Purification Room	
☐	46	Shell 2 Core, 1F Air Purification Room	
☐	47	Shell 2 Core, 1F Air Purification Room	
☐	48	Shell 2 Core, 1F Air Purification Room	Stubborn soldier.
☐	49	Shell 2 Core, 1F Air Purification Room	
☐	50	Shell 2 Core, 1F Air Purification Room	
☐	51	Strut E, Heliport	Obtainable by picking up and dropping Fatman after defeating him.

EXTREME Plant Chapter

☐	NO.	Area Name	Details
☐	0	Arsenal Gear Ascending Colon	Obtainable by knocking out Snake.
☐	1	Strut A, Roof	Appears after entering Pump Room for the first time and directly after Fortune battle.
☐	2	Strut A, Pump Room	Stubborn soldier.
☐	3	Strut A, Pump Room	Appears during bomb disposal event.
☐	4	AB Connecting Bridge	
☐	5	AB Connecting Bridge	
☐	6	Strut B, Transformer Room	
☐	7	Strut B, Transformer Room	Stubborn soldier.
☐	8	BC Connecting Bridge	
☐	9	Strut C, Dining Hall	Stubborn soldier.
☐	10	Strut C, Dining Hall	
☐	11	CD Connecting Bridge	
☐	12	CD Connecting Bridge	Appears after defeating Fatman.
☐	13	Strut D, Sediment Pool	
☐	14	Strut D, Sediment Pool	
☐	15	Strut D, Sediment Pool	
☐	16	Strut D, Sediment Pool	Stubborn soldier.
☐	17	DE Connecting Bridge	
☐	18	DE Connecting Bridge	Stubborn soldier. Appears after defeating Fatman.
☐	19	Strut E, Parcel Room 1F	Stubborn soldier. Disappears after the oil fence event.
☐	20	Strut E, Parcel Room 1F	Stubborn soldier. Disappears after the oil fence event.
☐	21	Strut E, Parcel Room 1F	Disappears after the oil fence event.
☐	22	Strut E, Parcel Room 1F	Disappears after the oil fence event.
☐	23	Strut E, Parcel Room 1F	Appears after oil fence event.
☐	24	Strut E, Heliport	Does not appear between the Fortune battle and meeting the Ninja.
☐	25	Strut E, Heliport	Stubborn soldier. Does not appear between the Fortune battle and meeting the Ninja.
☐	26	Strut E, Heliport	Does not appear between the Fortune battle and meeting the Ninja.
☐	27	Strut F Warehouse 1F	
☐	28	Strut F Warehouse 1F	
☐	29	Strut F Warehouse B1	
☐	30	Strut F Warehouse B1	Appears after meeting Stillman.
☐	31	Strut F Warehouse B1	Appears after meeting the Ninja.
☐	32	FA Connecting Bridge	Stubborn soldier.
☐	33	Shell 1 Core 1F	
☐	34	Shell 1 Core 1F	
☐	35	Shell 1 Core 1F	
☐	36	Shell 1 Core 1F	
☐	37	Shell 1 Core B1	
☐	38	Shell 1 Core B1	
☐	39	Shell 1 Core B1	Stubborn soldier.
☐	40	Shell 1 Core, B2 Computer Room	
☐	41	Shell 1 Core, B2 Computer Room	
☐	42	Shell 1 Core, B2 Computer Room	
☐	43	Shell 1 Core, B2 Computer Room	
☐	44	KL Connecting Bridge	Appears while escorting Emma.
☐	45	Strut L, Sewage	
☐	46	Strut L, Sewage	
☐	47	Shell 2 Core, 1F Air Purification Room	
☐	48	Shell 2 Core, 1F Air Purification Room	Stubborn soldier.
☐	49	Shell 2 Core, 1F Air Purification Room	
☐	50	Shell 2 Core, 1F Air Purification Room	
☐	51	Shell 2 Core, 1F Air Purification Room	
☐	52	Shell 2 Core, 1F Air Purification Room	
☐	53	Strut E, Heliport	Obtainable by picking up and dropping Fatman after defeating him.